

FIG.1

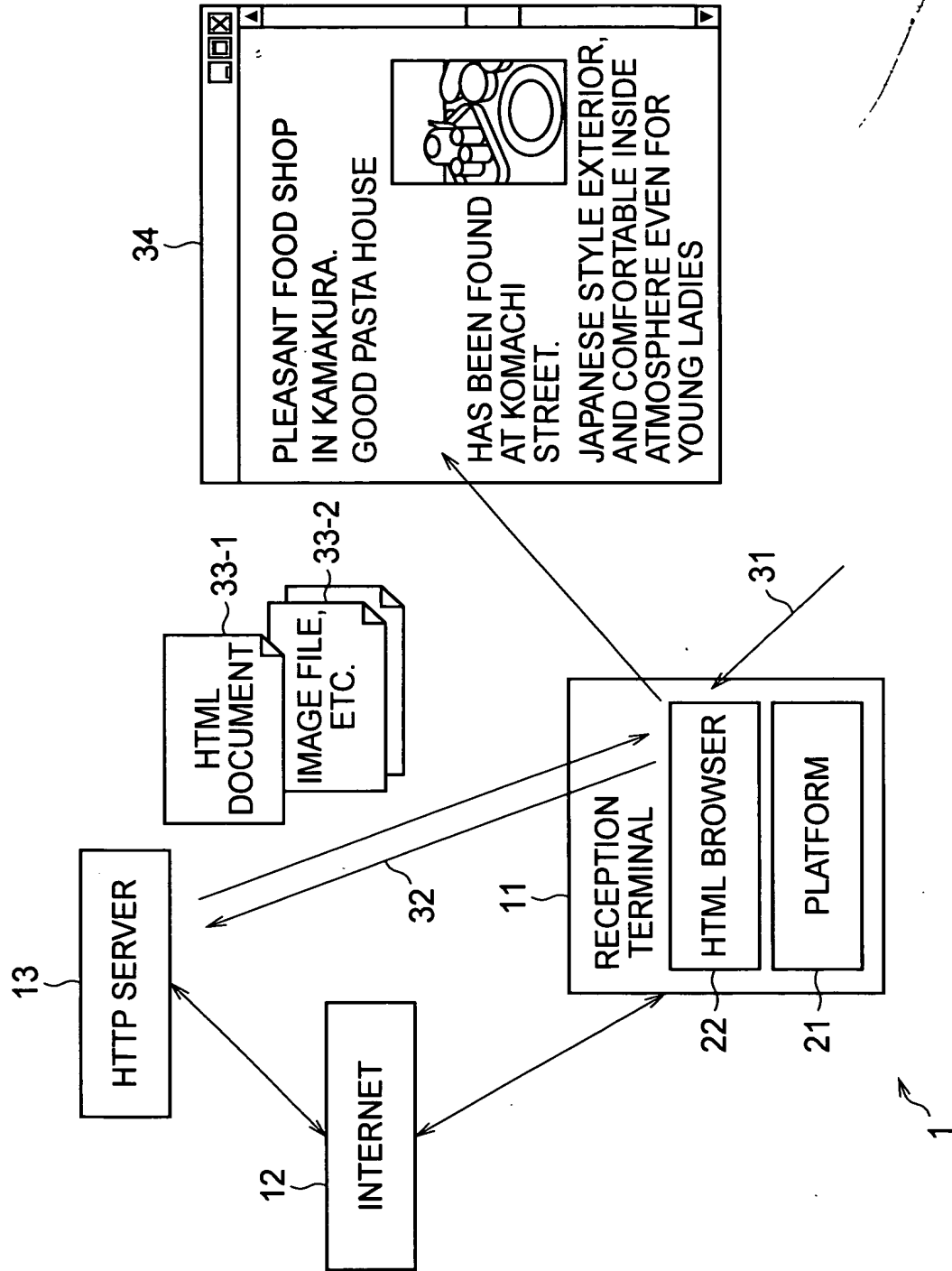
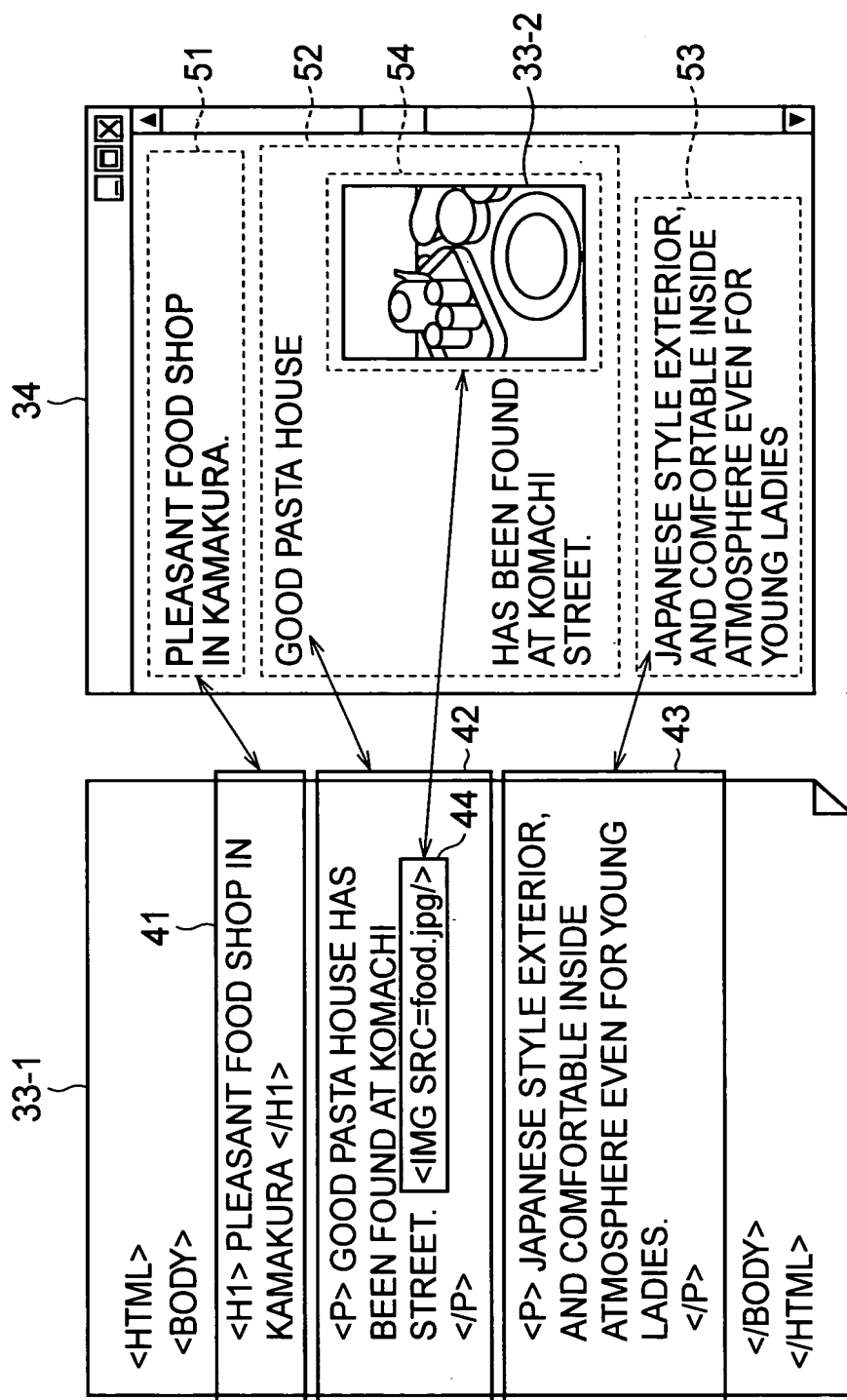


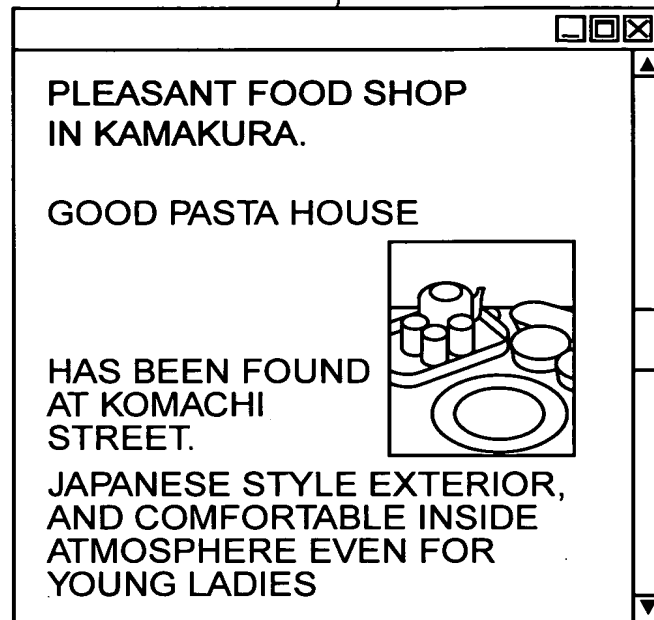
FIG. 2



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FIG.3

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FIG.4

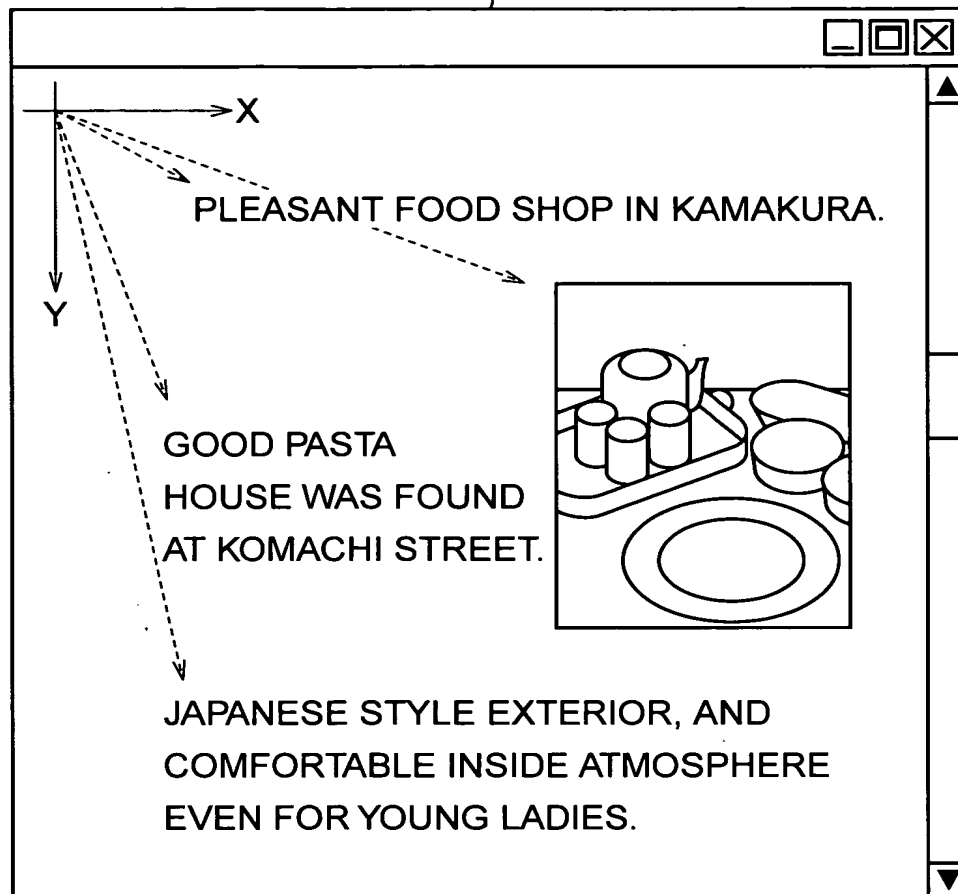
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FIG.5

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FIG.6

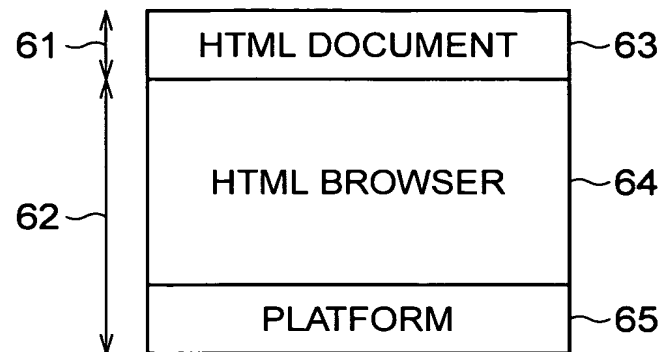
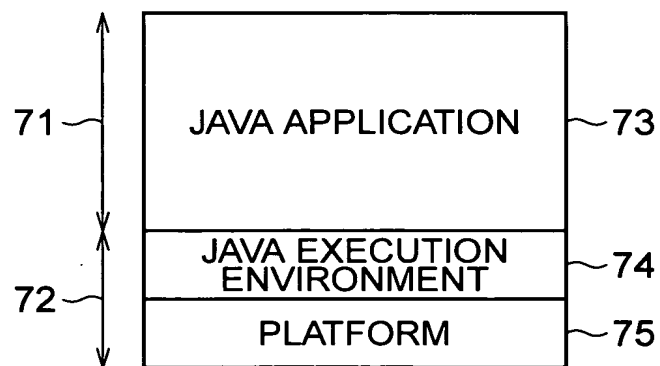


FIG.7



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FIG. 8

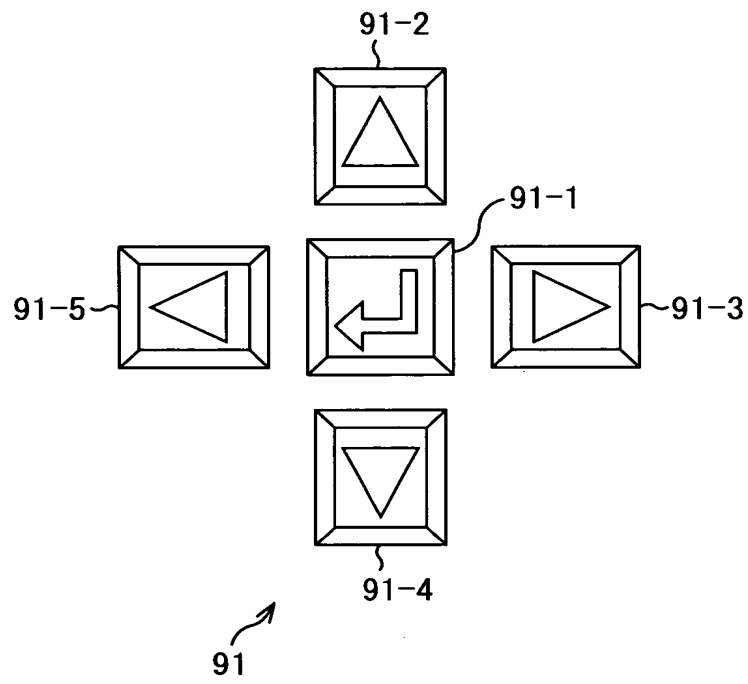
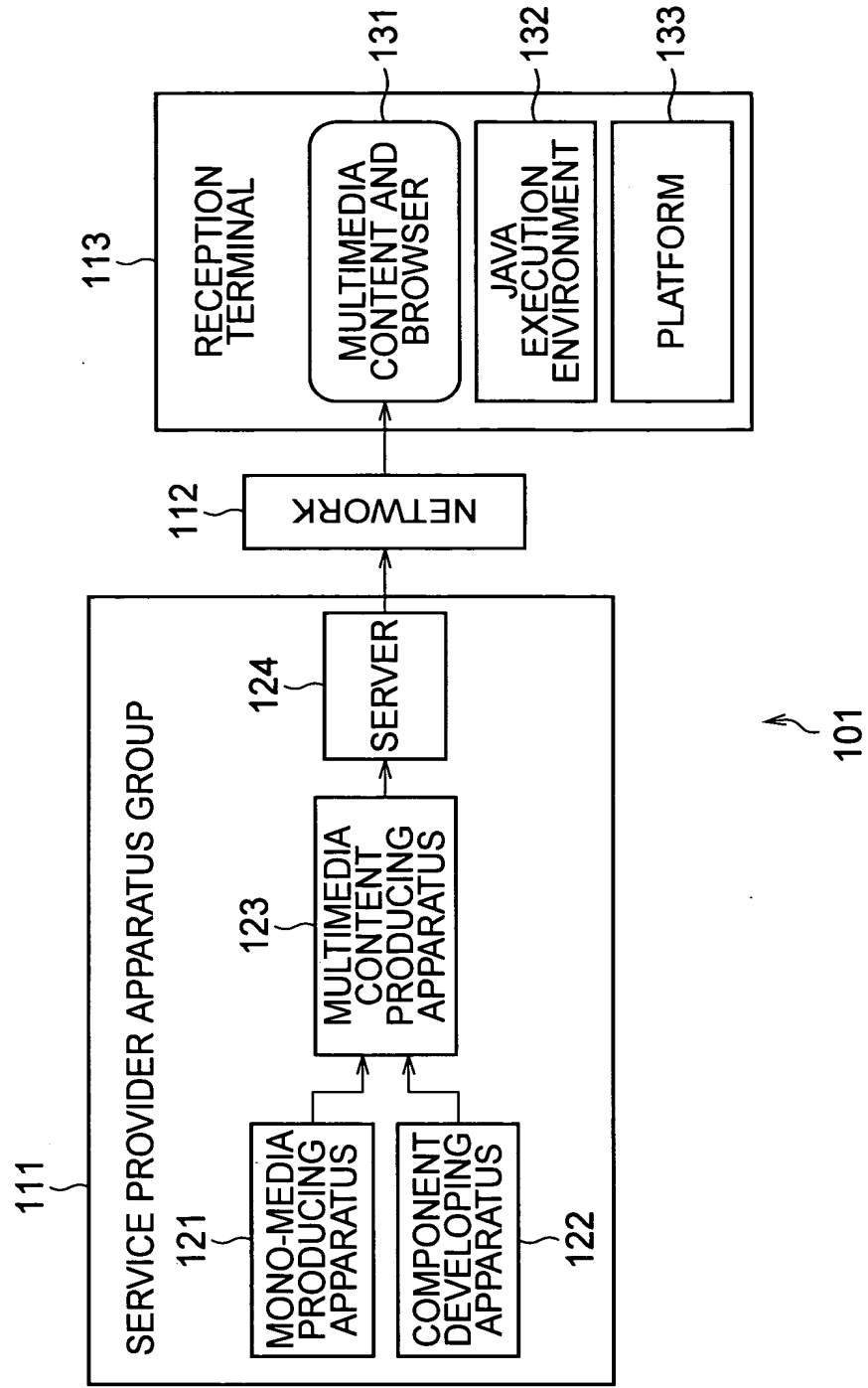
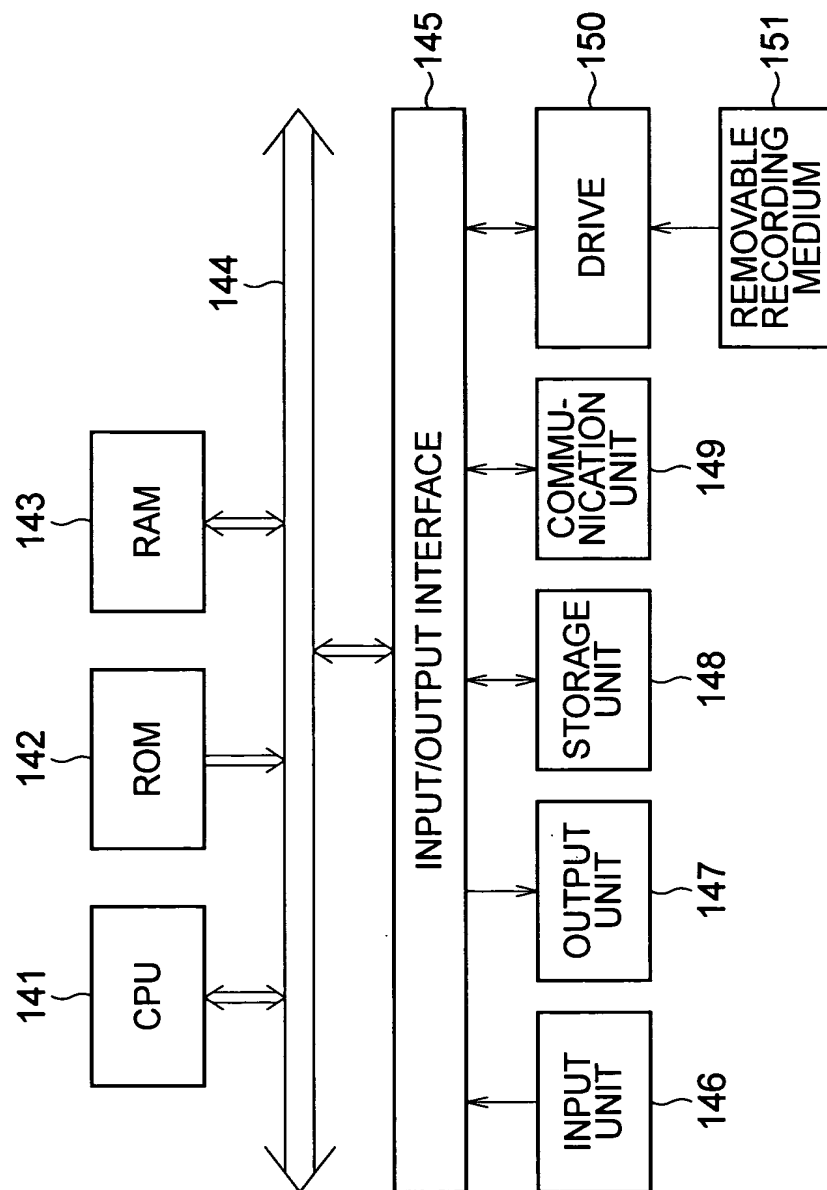


FIG. 9



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FIG. 10



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FIG. 11

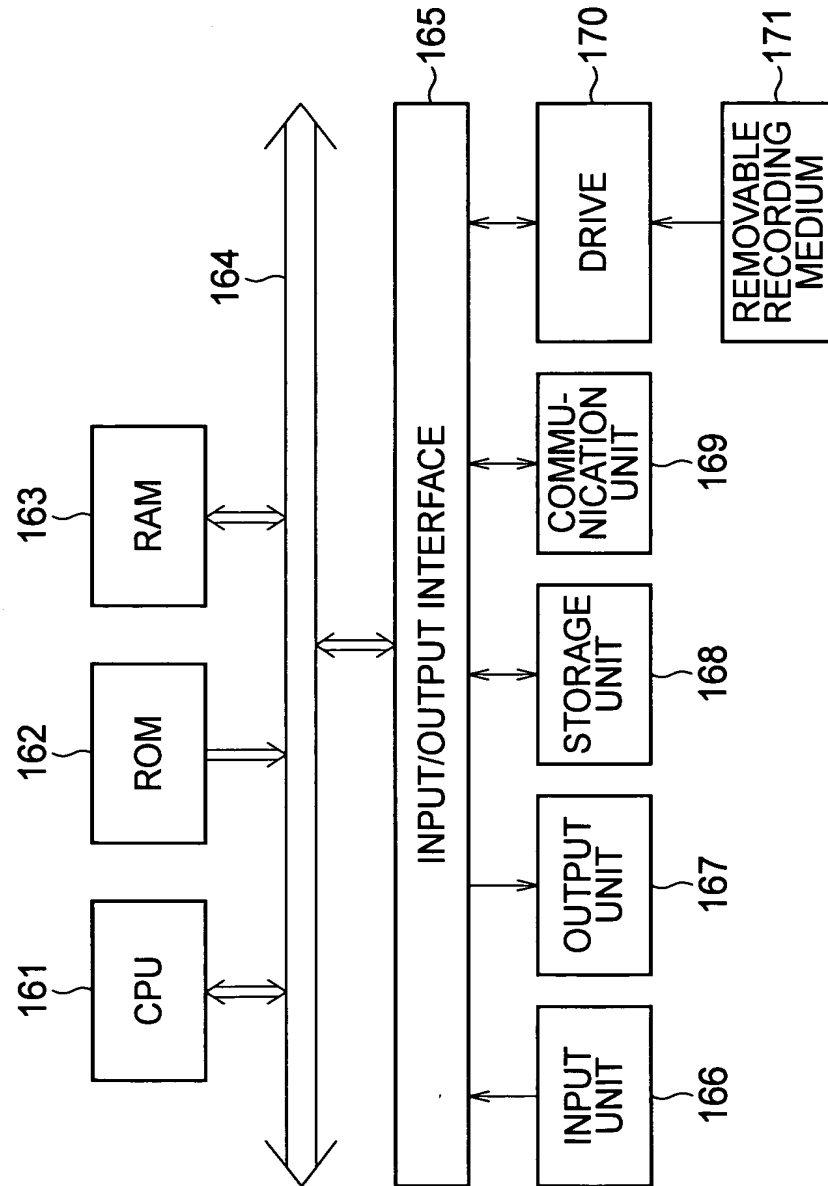
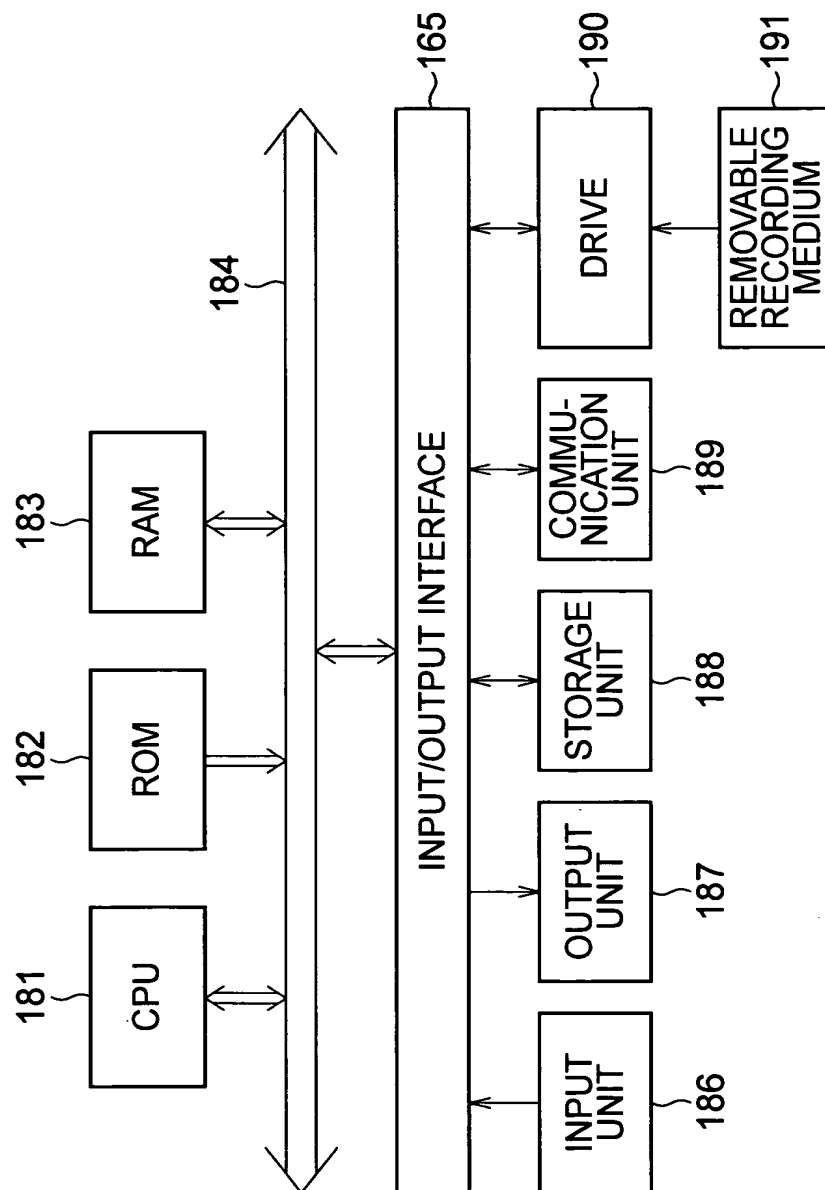


FIG.12



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FIG.13

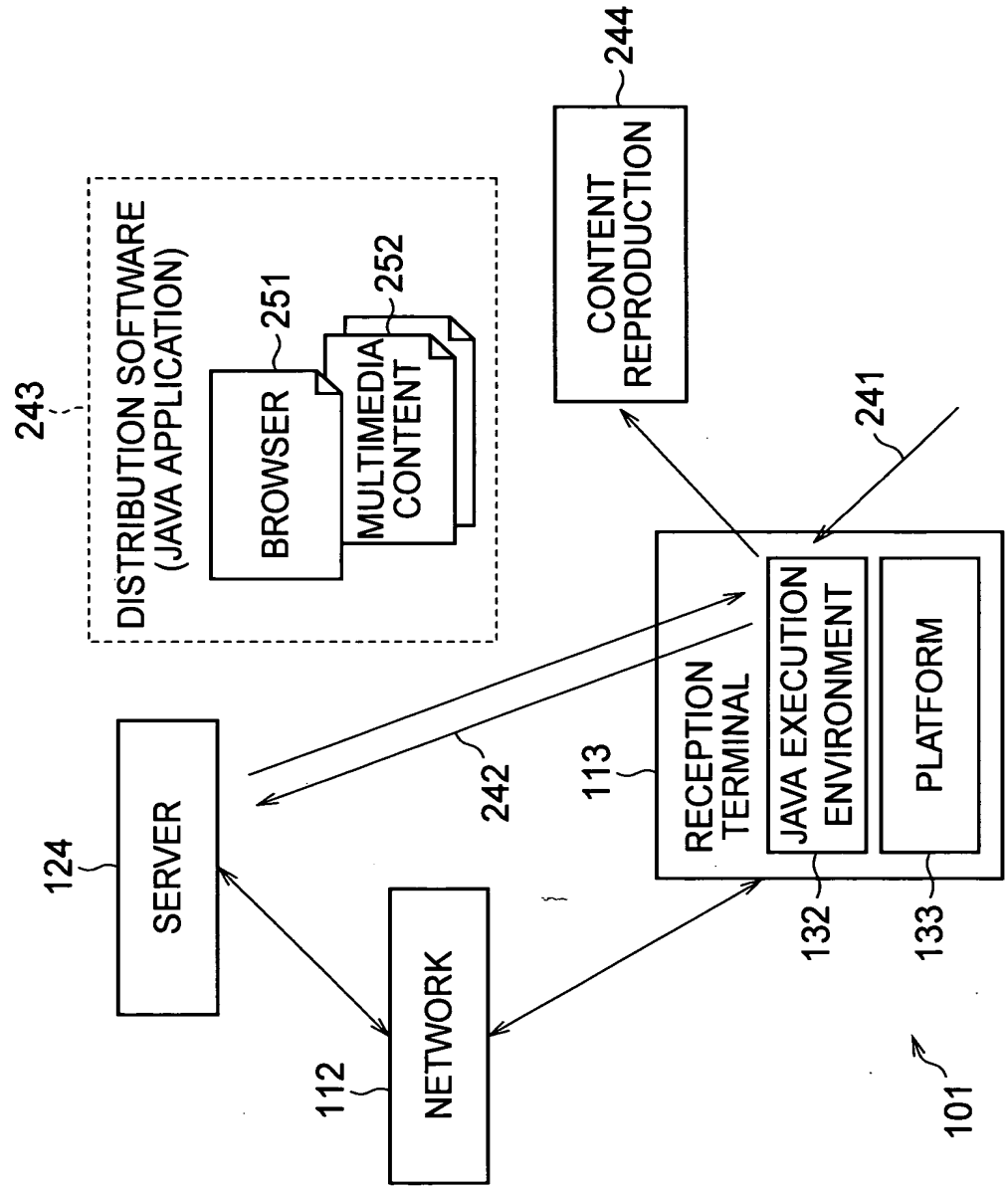


FIG.14

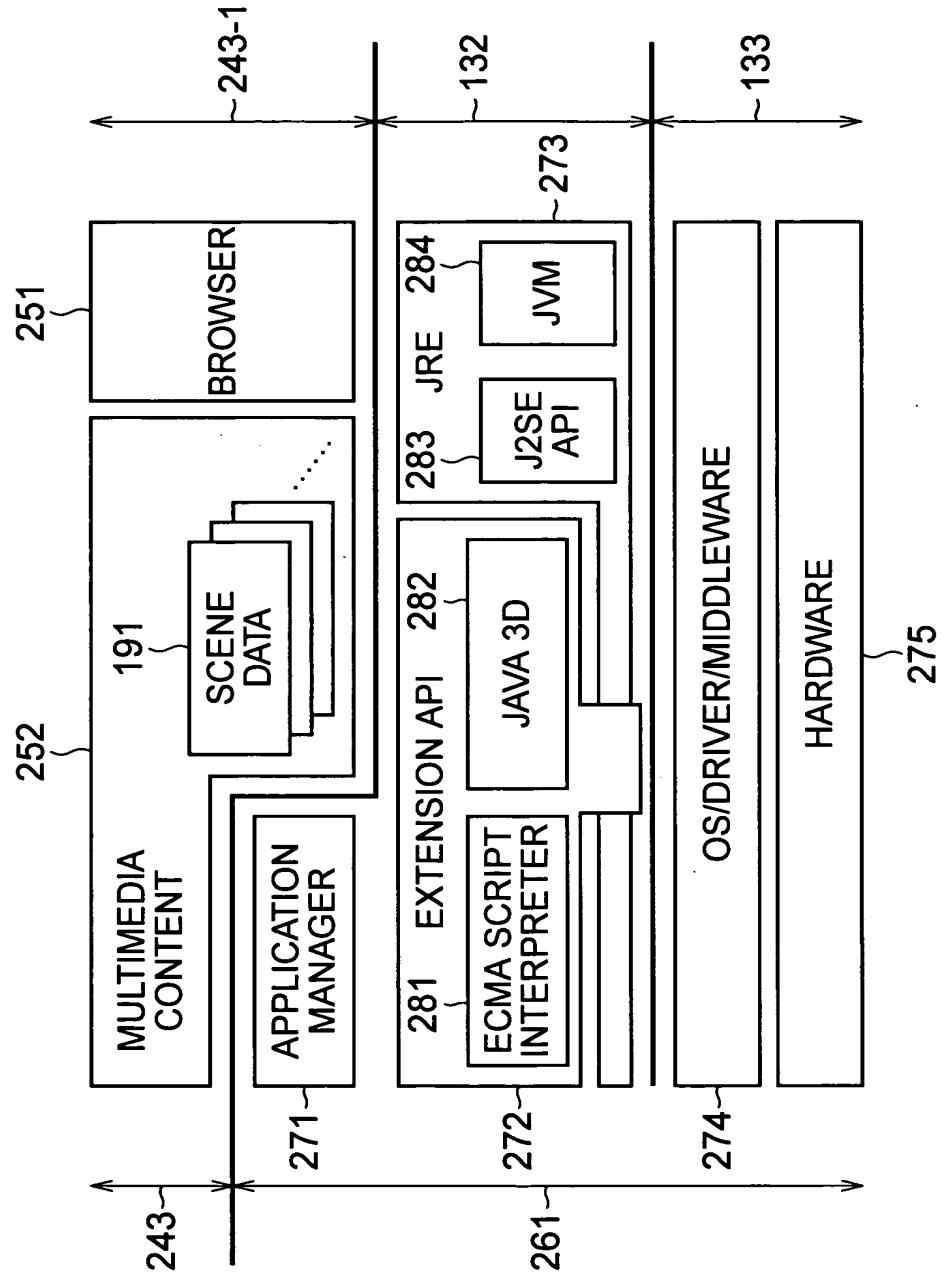


FIG.15

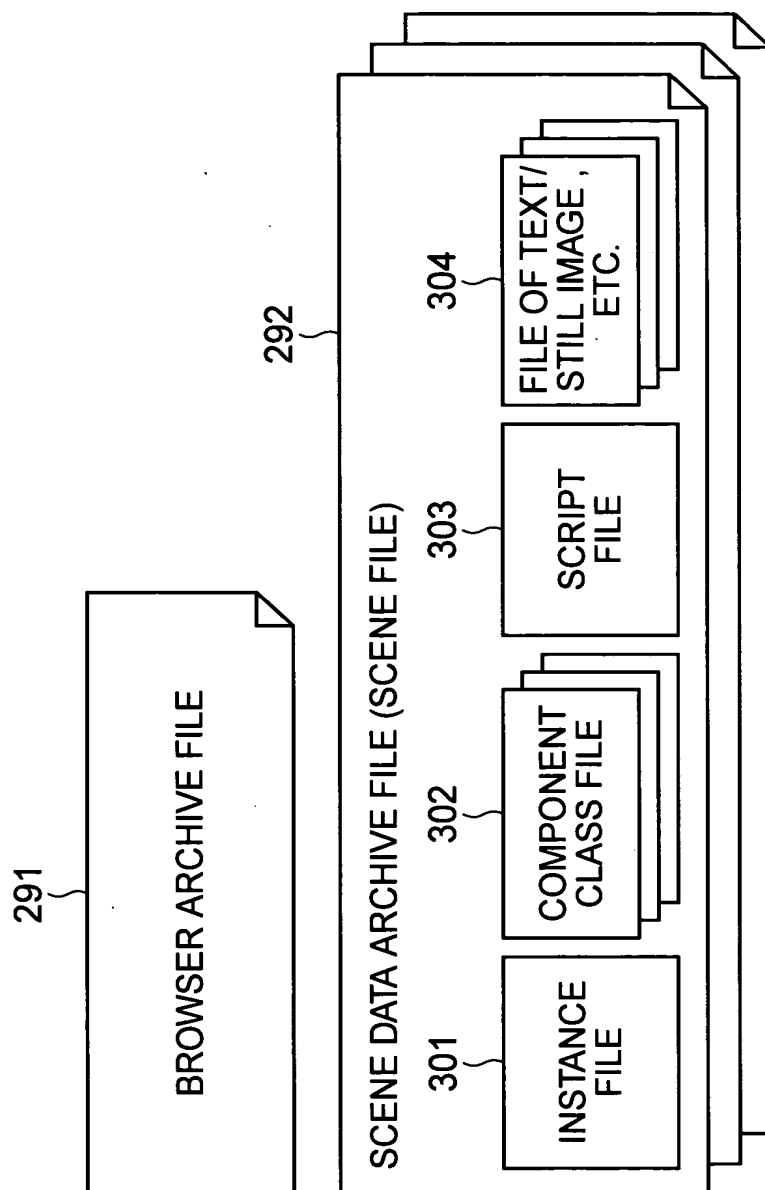


FIG.16

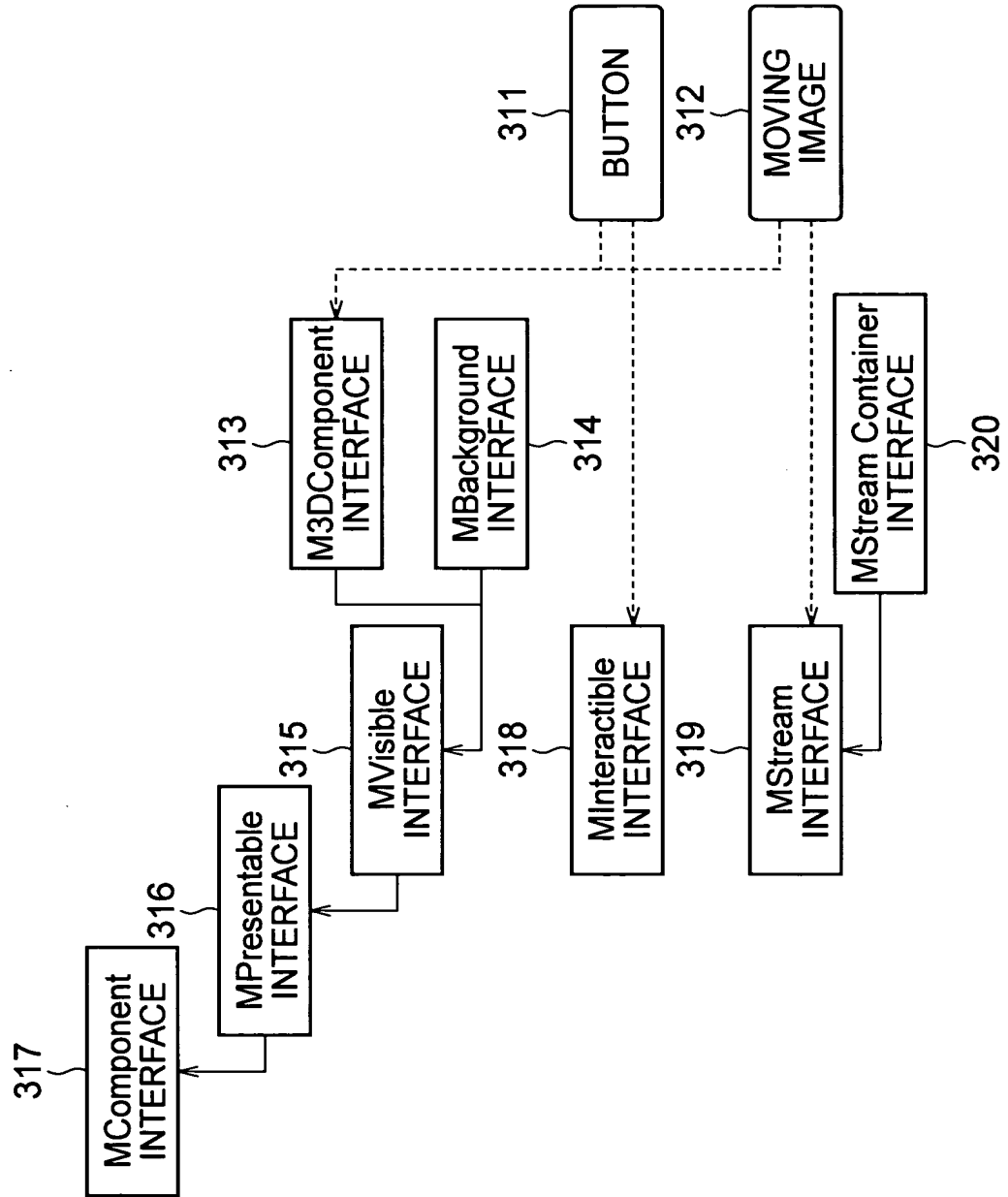


FIG. 17

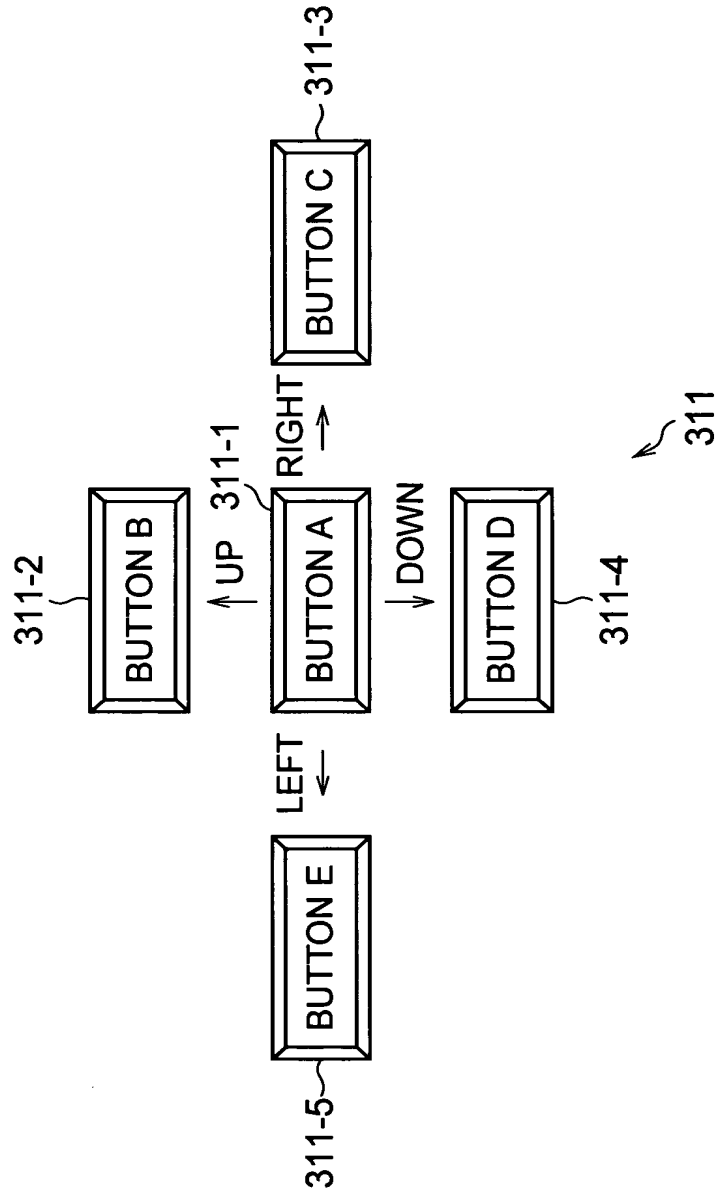


FIG. 18

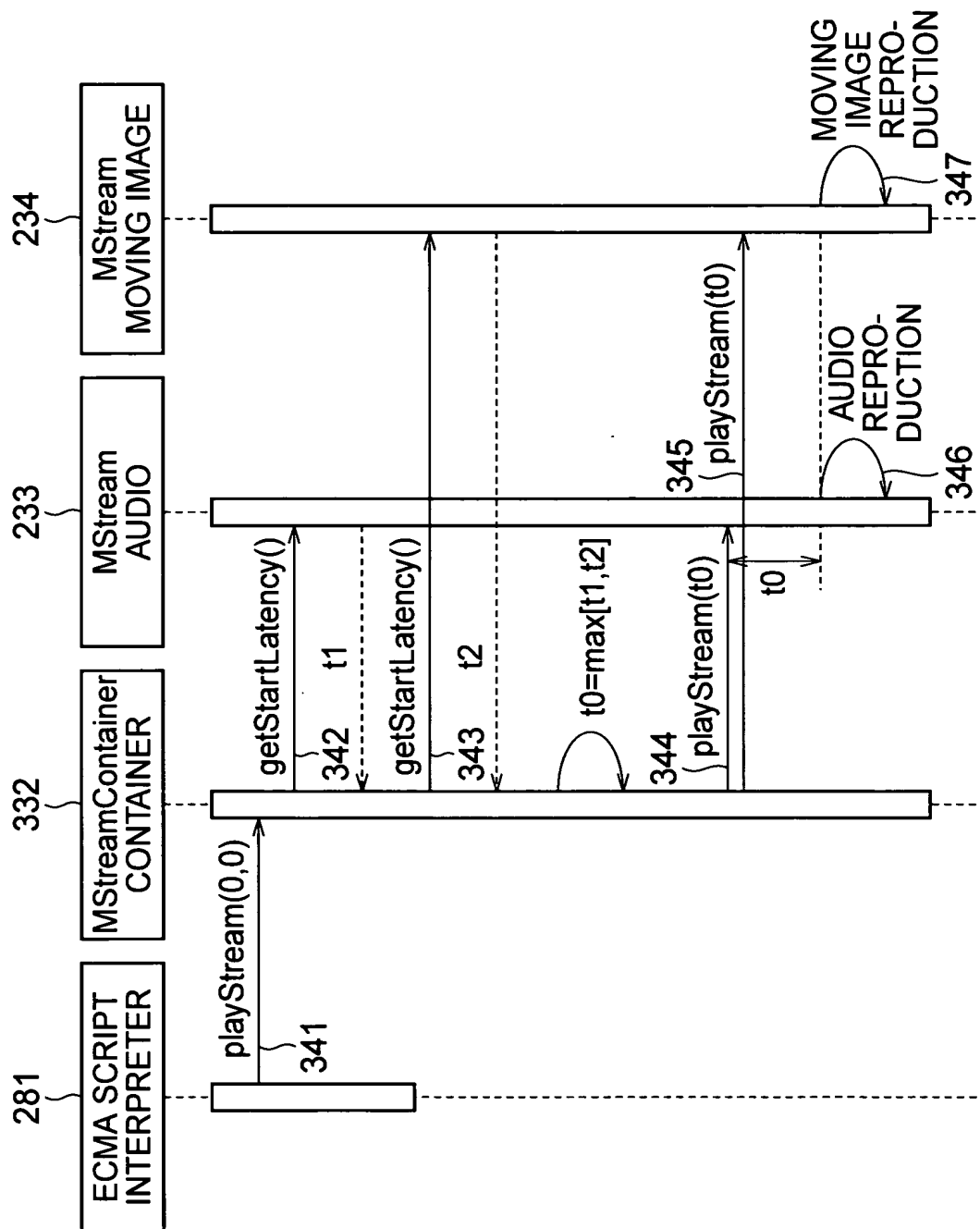
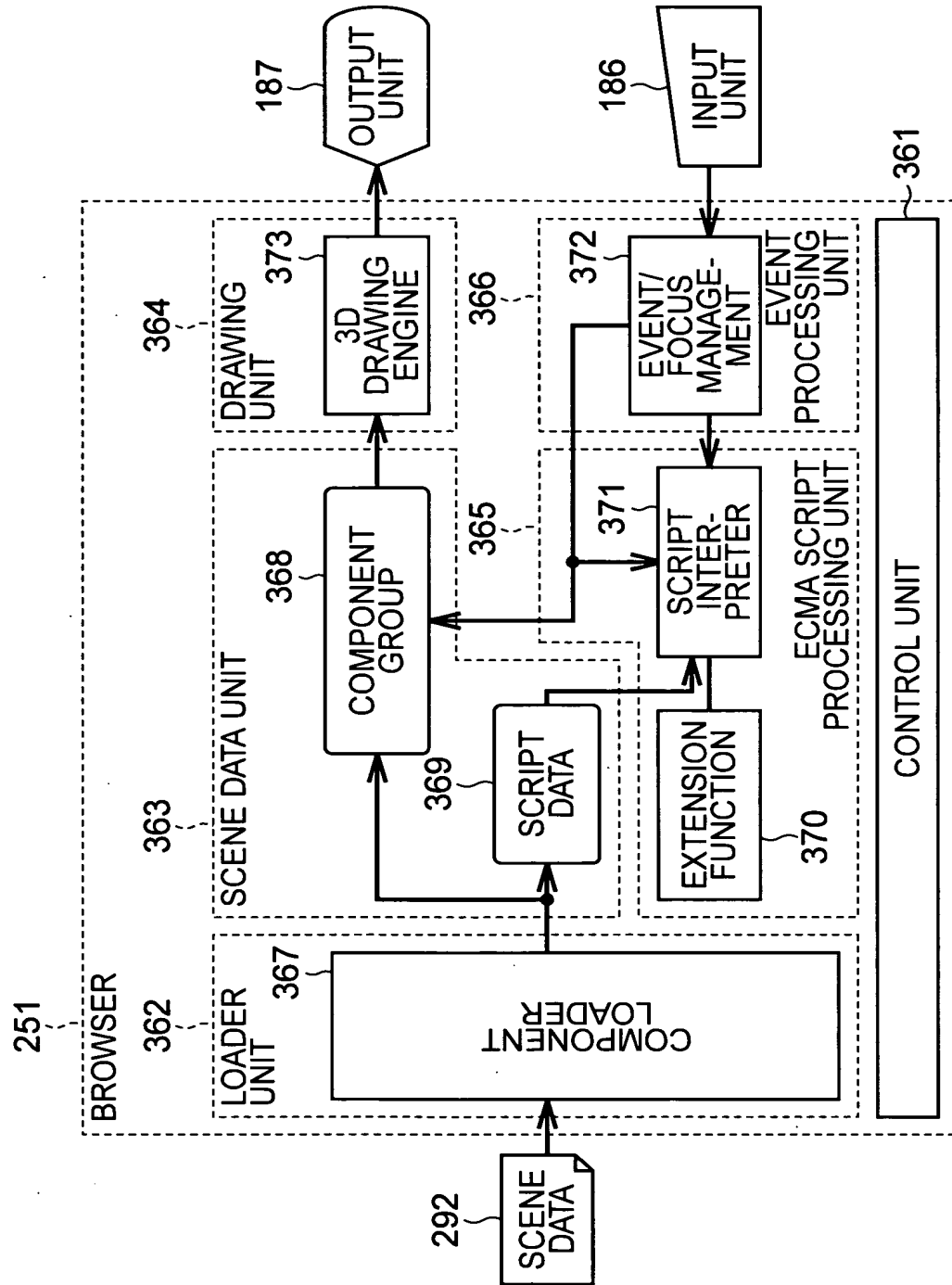
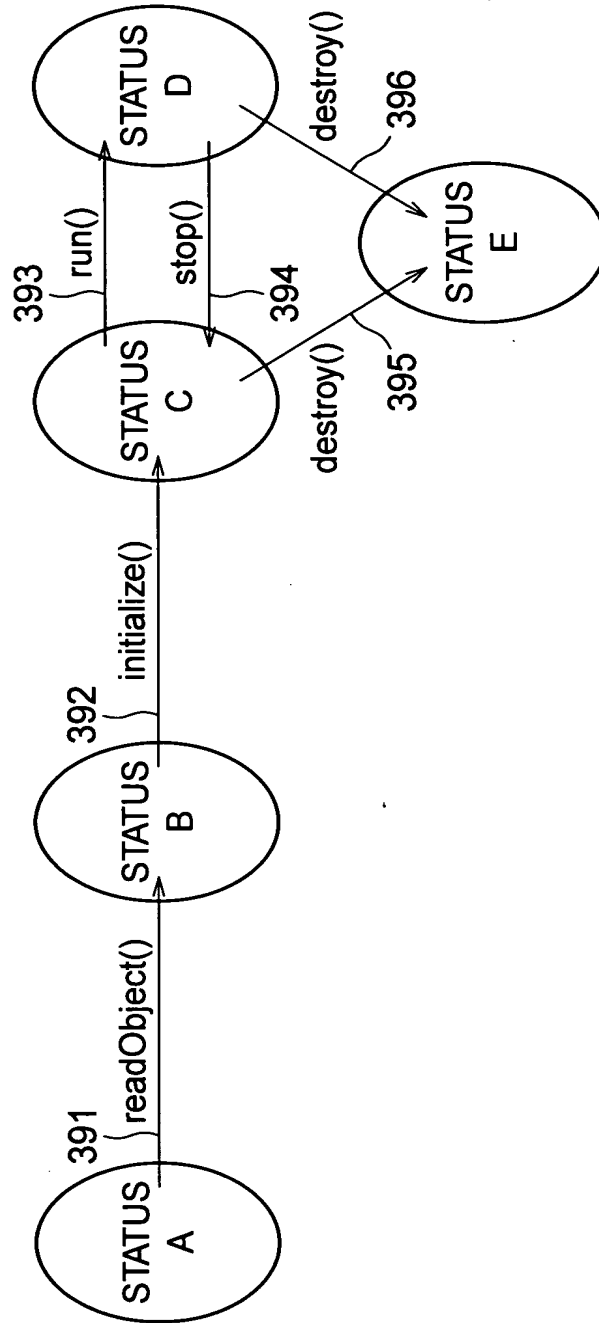


FIG.19



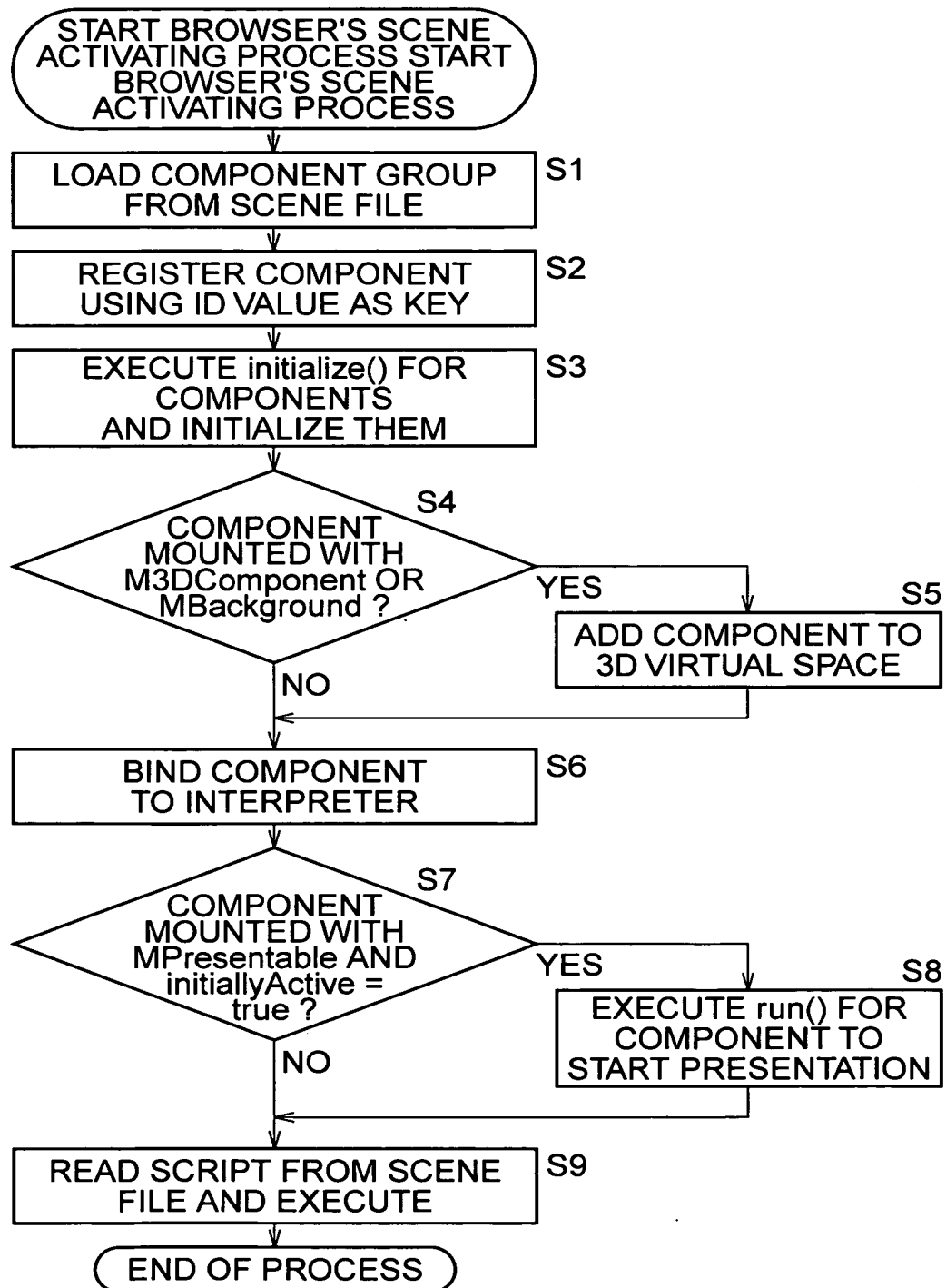
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FIG.20



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FIG.21



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FIG.22

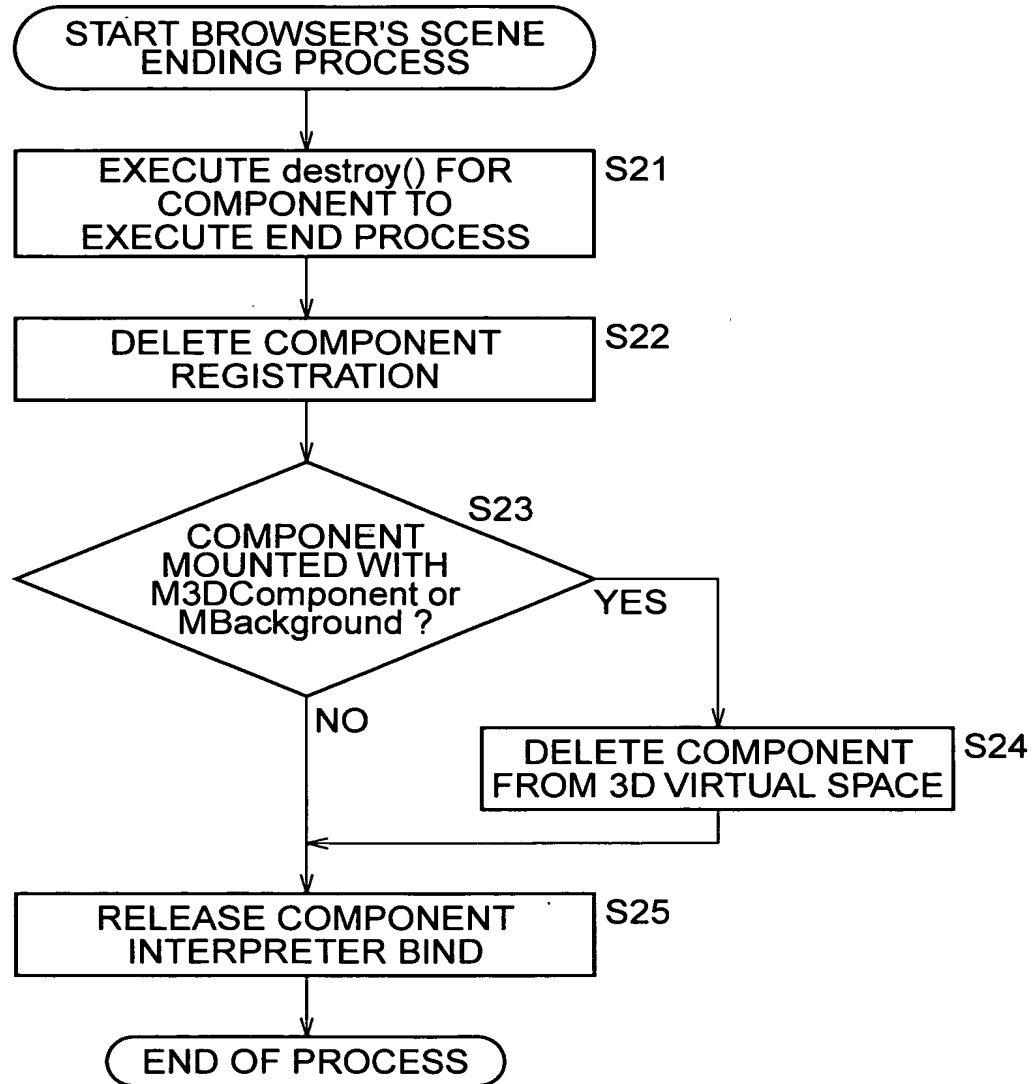
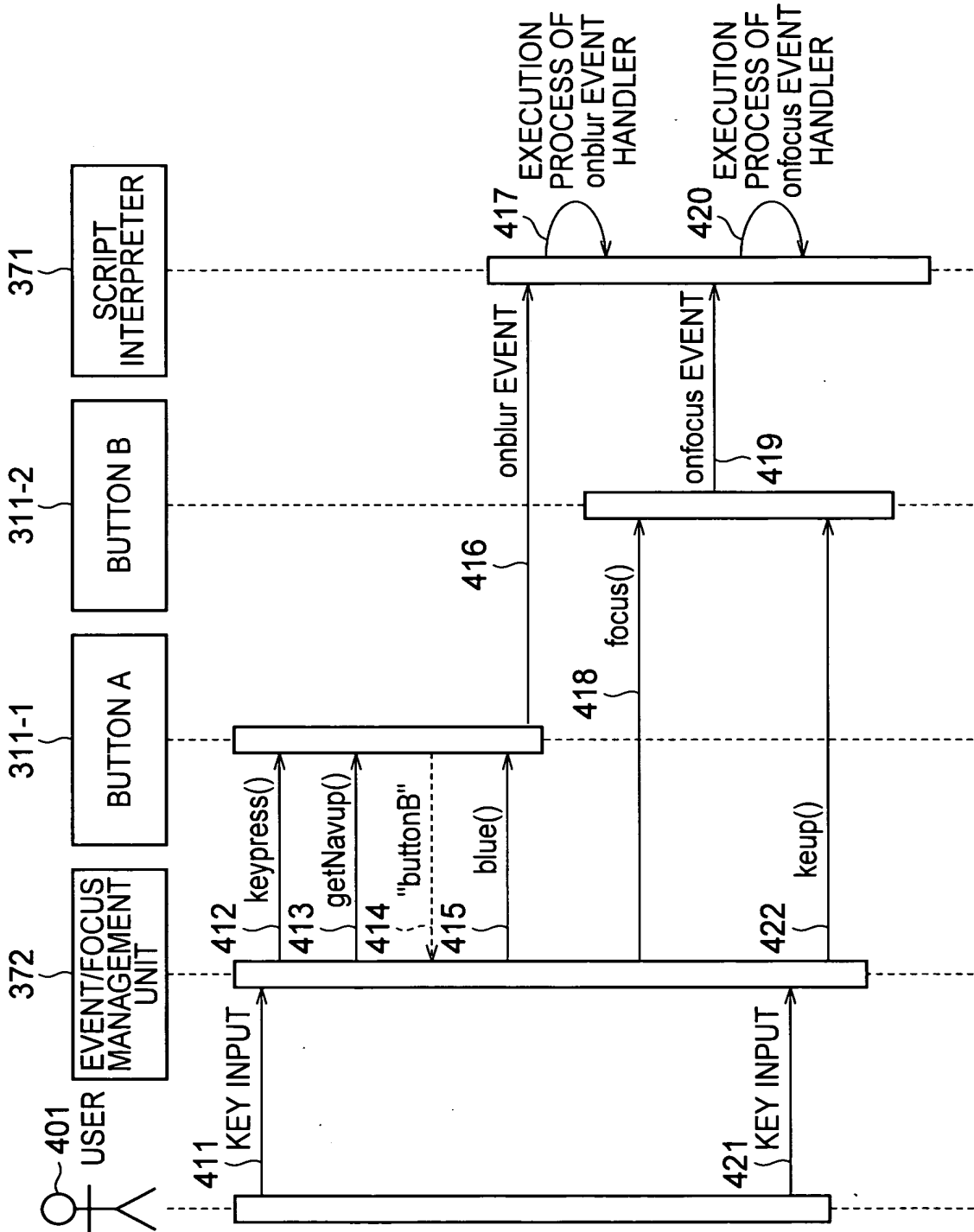


FIG.23



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FIG.24

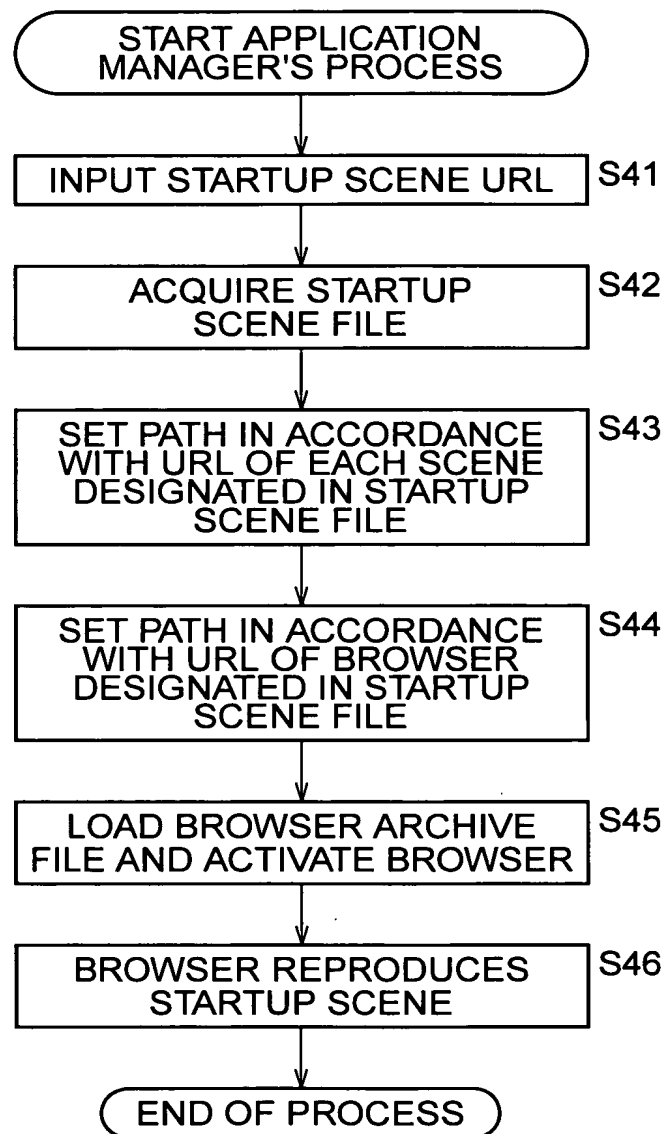
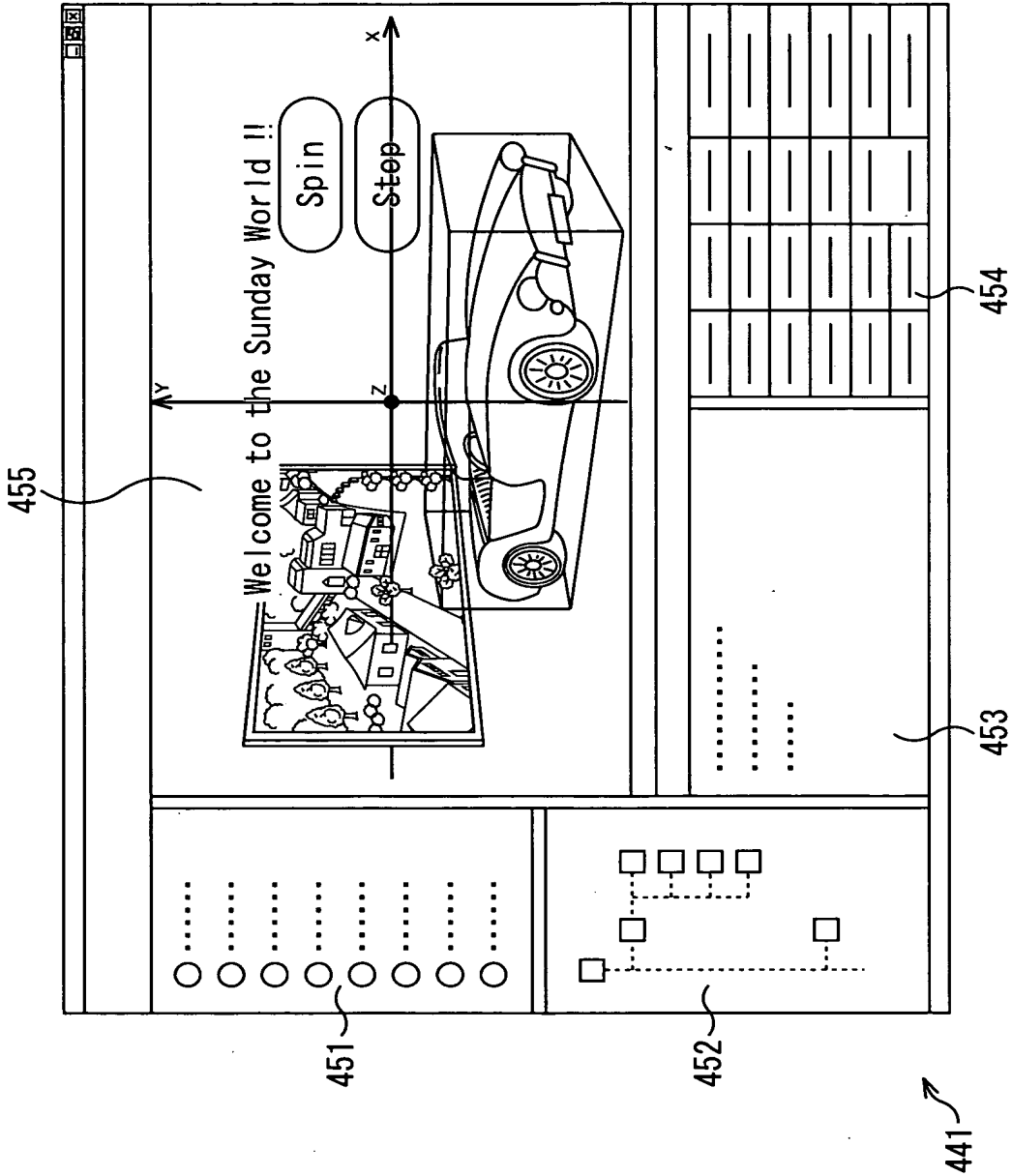


FIG.25



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FIG.26

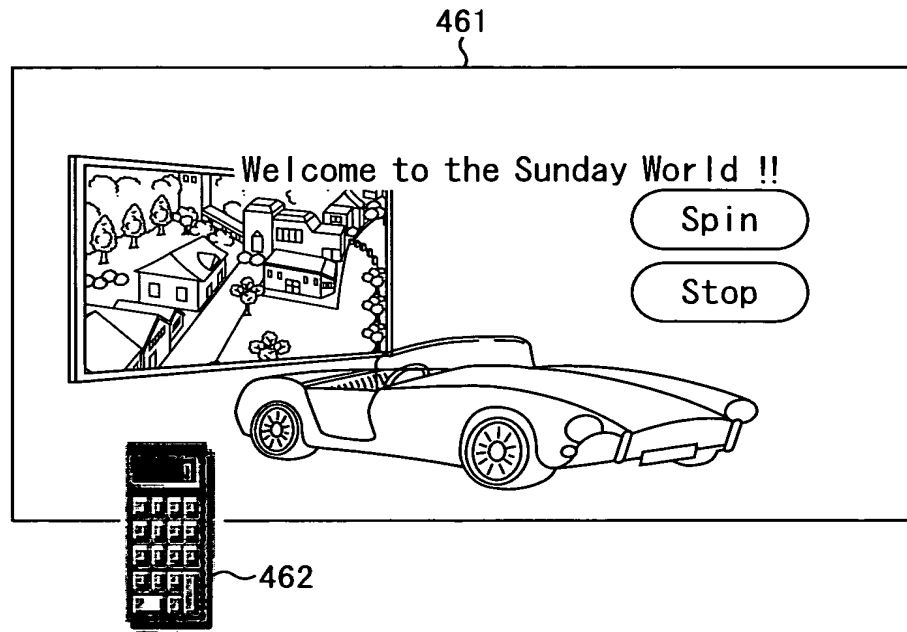
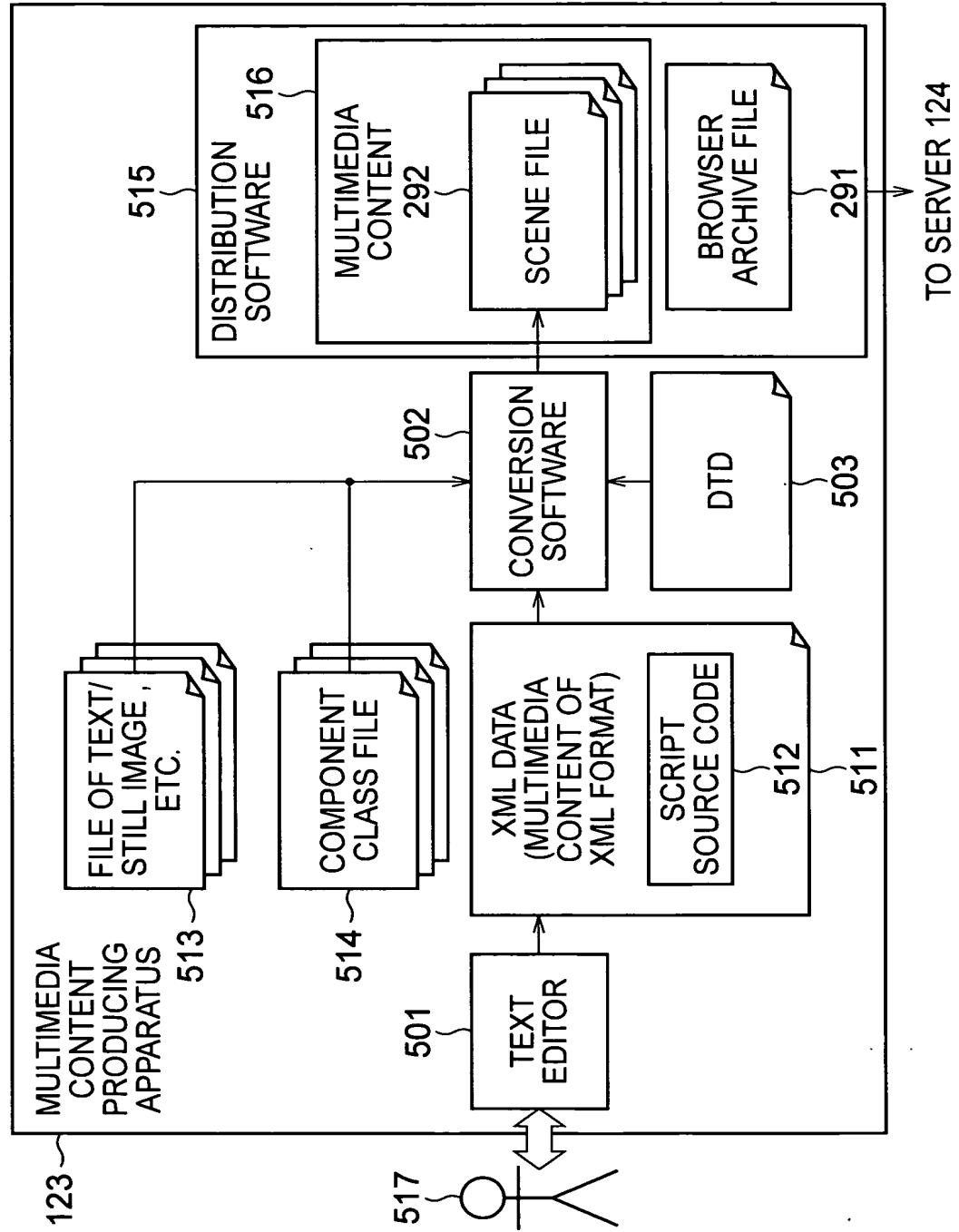


FIG.27



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FIG.28

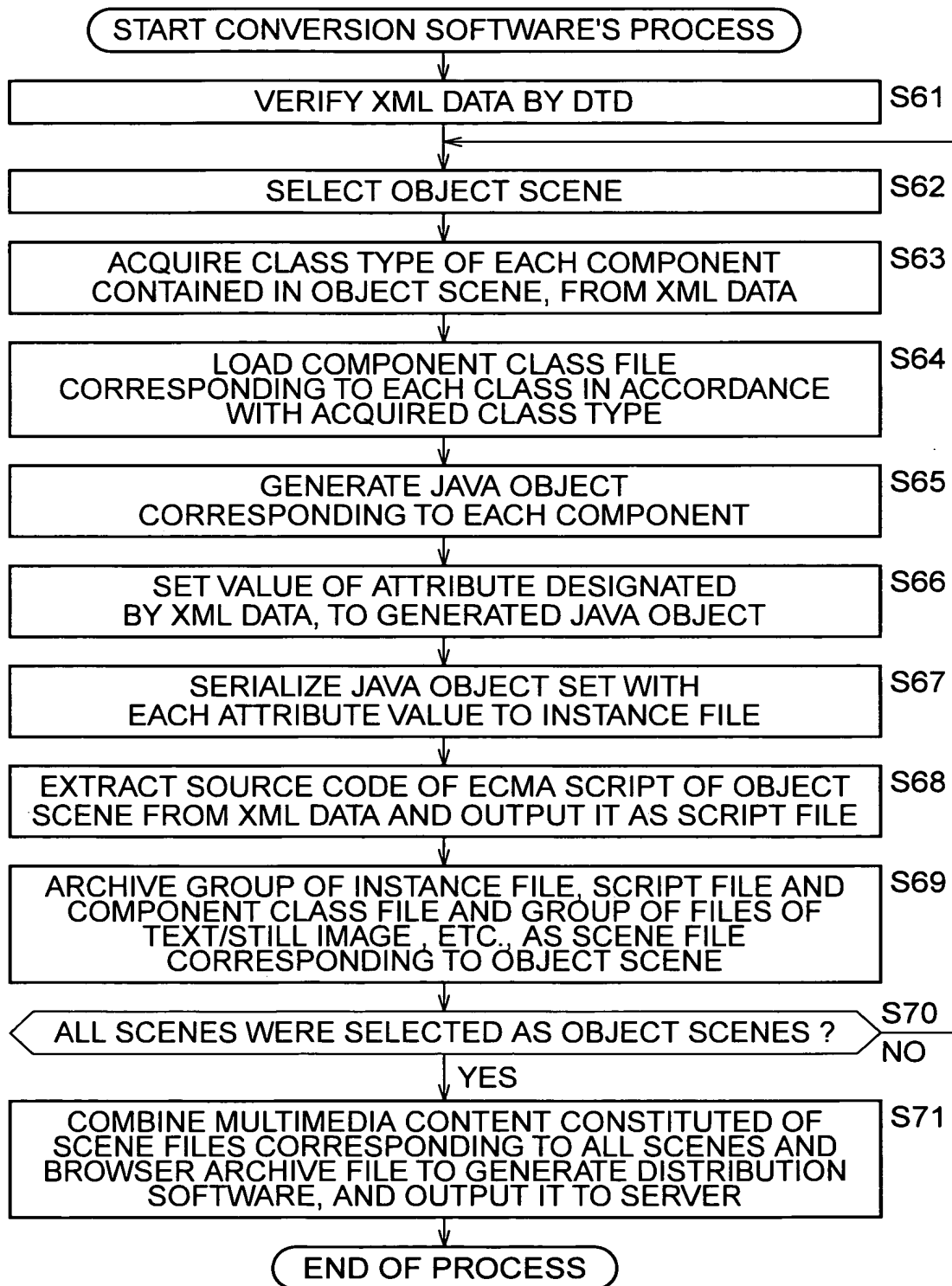
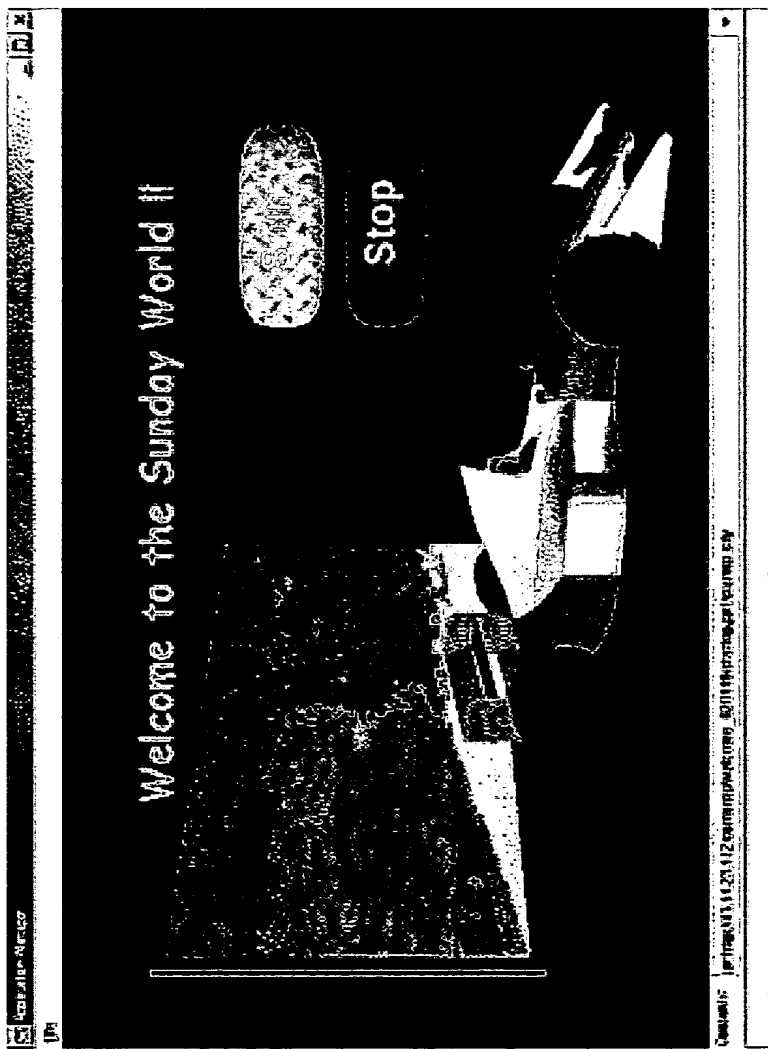


FIG.29



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FIG.30

511-1

```

<?xml version="1.0" encoding="UTF-8"?>
<content name="welcome"> ... a
  <scene name="startup"> ... b
    <script>
      <![CDATA[
        // This is ECMAScript Code

        button1.focus();

        function spin() {
          porsche.spin();
        }

        function stopSpin() {
          porsche.stopSpin();
        }
      ]]>
    </script>
    <component class="com.sony.slight.SSpotLight"> ... c
      <property name="id"> ... d
        <string>sSpotLight1</string> ... e
      </property>
      <property name="position">
        <object class="javax.vecmath.Vector3d">
          <constructor>
            <arg name="x">
              <double>1.1</double>
            </arg>
            <arg name="y">
              <double>0.0</double>
            </arg>
            <arg name="z">
              <double>0.5</double>
            </arg>
          </constructor>
        </object>
      </property>
    </component>
  </scene>
</content>

```

FIG.31

511-2

```
</object>
</property>
<property name="color">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>1.0</float>
      </arg>
      <arg name="y">
        <float>0.7058824</float>
      </arg>
      <arg name="z">
        <float>0.7058824</float>
      </arg>
    </constructor>
  </object>
</property>
<property name="shared">
  <boolean>>false</boolean>
</property>
<property name="active">
  <boolean>>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>>true</boolean>
</property>
<property name="direction">
  <object class="javax.vecmath.Vector3f">
    <constructor>
      <arg name="x">
        <float>-1.0</float>
      </arg>
      <arg name="y">
        <float>-0.6</float>
      </arg>
      <arg name="z">
```

FIG.32

511-3

```

    <float>-0.7</float>
  </arg>
</constructor>
</object>
</property>
<property name="attenuation">
  <object class="javax.vecmath.Point3f">
    <constructor>
      <arg name="x">
        <float>1.0</float>
      </arg>
      <arg name="y">
        <float>0.5</float>
      </arg>
      <arg name="z">
        <float>0.0</float>
      </arg>
    </constructor>
  </object>
</property>
<property name="concentration">
  <float>0.8</float>
</property>
<property name="spreadAngle">
  <float>0.6</float>
</property>
</component>
<component class="com.sony.dlight.SDirectionalLight">
  <property name="id">
    <string>sDirectionalLight1</string>
  </property>
  <property name="color">
    <object class="javax.vecmath.Color3f">
      <constructor>
        <arg name="x">
          <float>1.0</float>

```

FIG.33

511-4

```
</arg>
  <arg name="y">
    <float>1.0</float>
  </arg>
  <arg name="z">
    <float>1.0</float>
  </arg>
</constructor>
</object>
</property>
<property name="shared">
  <boolean>false</boolean>
</property>
<property name="active">
  <boolean>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>true</boolean>
</property>
<property name="direction">
  <object class="javax.vecmath.Vector3f">
    <constructor>
      <arg name="x">
        <float>1.0</float>
      </arg>
      <arg name="y">
        <float>0.0</float>
      </arg>
      <arg name="z">
        <float>-1.0</float>
      </arg>
    </constructor>
  </object>
</property>
</component>
<component class="com.sony.picture.SPicture">
```


FIG.34

511-5

```
<property name="id">
  <string>picture1</string>
</property>
<property name="position">
  <object class="javax.vecmath.Vector3d">
    <constructor>
      <arg name="x">
        <double>-0.8</double>
      </arg>
      <arg name="y">
        <double>0.12000000000000001</double>
      </arg>
      <arg name="z">
        <double>-0.3</double>
      </arg>
    </constructor>
  </object>
</property>
<property name="width">
  <double>1.0</double>
</property>
<property name="height">
  <double>0.56</double>
</property>
<property name="scale">
  <double>2.2</double>
</property>
<property name="shared">
  <boolean>>false</boolean>
</property>
<property name="active">
  <boolean>>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>true</boolean>
</property>
```

FIG.35

511-6

```
<property name="filepath">
  <object class="com.sony.sunday.util.SResourcePath">
    <constructor>
      <arg name="path">
        <string>/startup/background1.JPG</string>
      </arg>
    </constructor>
  </object>
</property>
<property name="renderingOrder">
  <int>0</int>
</property>
<property name="rotation">
  <object class="javax.vecmath.AxisAngle4d">
    <constructor>
      <arg name="x">
        <double>0.0</double>
      </arg>
      <arg name="y">
        <double>0.9913287246227138</double>
      </arg>
      <arg name="z">
        <double>0.0</double>
      </arg>
      <arg name="angle">
        <double>0.85</double>
      </arg>
    </constructor>
  </object>
</property>
<property name="frameTextureFilepath">
  <object class="com.sony.sunday.util.SResourcePath">
    <constructor>
      <arg name="path">
        <string></string>
      </arg>
```

FIG.36

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```
</constructor>
</object>
</property>
<property name="frameTextureRepeatTime">
  <double>5.0</double>
</property>
<property name="frameMargin">
  <double>0.04</double>
</property>
<property name="frameTransparency">
  <float>0.0</float>
</property>
<property name="frameMaterial">
  <object class="com.sony.sunday.util.SMaterial">
    <constructor>
      <arg name="ambientColor">
        <object class="javax.vecmath.Color3f">
          <constructor>
            <arg name="x">
              <float>0.0</float>
            </arg>
            <arg name="y">
              <float>0.2</float>
            </arg>
            <arg name="z">
              <float>0.2</float>
            </arg>
          </constructor>
        </object>
      </arg>
      <arg name="emissiveColor">
        <object class="javax.vecmath.Color3f">
          <constructor>
            <arg name="x">
              <float>0.0</float>
            </arg>
```

FIG.37

511-8

```
<arg name="y">
  <float>0.0</float>
</arg>
<arg name="z">
  <float>0.0</float>
</arg>
</constructor>
</object>
</arg>
<arg name="diffuseColor">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>0.0</float>
      </arg>
      <arg name="y">
        <float>0.8</float>
      </arg>
      <arg name="z">
        <float>0.8</float>
      </arg>
    </constructor>
  </object>
</arg>
<arg name="specularColor">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>0.0</float>
      </arg>
      <arg name="y">
        <float>0.8</float>
      </arg>
      <arg name="z">
        <float>0.8</float>
      </arg>
```

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FIG.38

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```

        </constructor>
    </object>
</arg>
<arg name="shininess">
    <float>64.0</float>
</arg>
</constructor>
</object>
</property>
<property name="depth">
    <double>0.02</double>
</property>
<property name="showFrame">
    <boolean>true</boolean>
</property>
</component>
<component class="com.sony.pushbutton.SPushButton">
    <property name="id">
        <string>button1</string>
    </property>
    <property name="position">
        <object class="javax.vecmath.Vector3d">
            <constructor>
                <arg name="x">
                    <double>1.2</double>
                </arg>
                <arg name="y">
                    <double>0.38</double>
                </arg>
                <arg name="z">
                    <double>-0.2</double>
                </arg>
            </constructor>
        </object>
    </property>
    <property name="scale">

```

FIG.39

511-10

```

    <double>0.8</double>
  </property>
  <property name="shared">
    <boolean>false</boolean>
  </property>
  <property name="active">
    <boolean>false</boolean>
  </property>
  <property name="initiallyActive">
    <boolean>true</boolean>
  </property>
  <property name="filepath">
    <object class="com.sony.sunday.util.SResourcePath">
      <constructor>
        <arg name="path">
          <string>/startup/buttonNormal.sob</string>
        </arg>
      </constructor>
    </object>
  </property>
  <property name="renderingOrder">
    <int>0</int>
  </property>
  <property name="rotation">
    <object class="javax.vecmath.AxisAngle4d">
      <constructor>
        <arg name="x">
          <double>0.0</double>
        </arg>
        <arg name="y">
          <double>1.0</double>
        </arg>
        <arg name="z">
          <double>0.0</double>
        </arg>
        <arg name="angle">

```

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FIG.40

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```

        <double>0.0</double>
    </arg>
</constructor>
</object>
</property>
<property name="onfocus">
    <string></string>
</property>
<property name="onblur">
    <string></string>
</property>
<property name="onkeydown">
    <string></string>
</property>
<property name="onkeyup">
    <string></string>
</property>
<property name="navup">
    <string></string>
</property>
<property name="navdown">
    <string>button2</string>
</property>
<property name="navleft">
    <string></string>
</property>
<property name="navright">
    <string></string>
</property>
<property name="focusMaterial">
    <object class="com.sony.sunday.util.SMaterial">
        <constructor>
            <arg name="ambientColor">
                <object class="javax.vecmath.Color3f">
                    <constructor>
                        <arg name="x">

```

FIG.41

511-12

```
<float>0.3</float>
</arg>
<arg name="y">
  <float>0.3</float>
</arg>
<arg name="z">
  <float>0.0</float>
</arg>
</constructor>
</object>
</arg>
<arg name="emissiveColor">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>0.1</float>
      </arg>
      <arg name="y">
        <float>0.1</float>
      </arg>
      <arg name="z">
        <float>0.0</float>
      </arg>
    </constructor>
  </object>
</arg>
<arg name="diffuseColor">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>0.8</float>
      </arg>
      <arg name="y">
        <float>0.8</float>
      </arg>
      <arg name="z">
```


FIG.42

511-13

```
<float>0.0</float>
</arg>
</constructor>
</object>
</arg>
<arg name="specularColor">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>1.0</float>
      </arg>
      <arg name="y">
        <float>1.0</float>
      </arg>
      <arg name="z">
        <float>0.0</float>
      </arg>
    </constructor>
  </object>
</arg>
<arg name="shininess">
  <float>128.0</float>
</arg>
</constructor>
</object>
</property>
<property name="normalGeometryLabel">
  <string>Default</string>
</property>
<property name="selectedGeometryLabel">
  <string>Default_Selected</string>
</property>
<property name="onpressed">
  <string>spin();</string>
</property>
</component>
```

FIG.43

511-14

```

<component class="com. sony. pushbutton. SPushButton">
  <property name="id">
    <string>button2</string>
  </property>
  <property name="position">
    <object class="javax. vecmath. Vector3d">
      <constructor>
        <arg name="x">
          <double>1. 2</double>
        </arg>
        <arg name="y">
          <double>0. 0</double>
        </arg>
        <arg name="z">
          <double>-0. 2</double>
        </arg>
      </constructor>
    </object>
  </property>
  <property name="scale">
    <double>0. 8</double>
  </property>
  <property name="shared">
    <boolean>>false</boolean>
  </property>
  <property name="active">
    <boolean>>false</boolean>
  </property>
  <property name="initiallyActive">
    <boolean>>true</boolean>
  </property>
  <property name="filepath">
    <object class="com. sony. sunday. util. SResourcePath">
      <constructor>
        <arg name="path">
          <string>/startup/buttonNormal. sob</string>
        </arg>
      </constructor>
    </object>
  </property>
</component>

```

FIG.44

511-15

```
</arg>
</constructor>
</object>
</property>
<property name="renderingOrder">
  <int>0</int>
</property>
<property name="rotation">
  <object class="javax.vecmath.AxisAngle4d">
    <constructor>
      <arg name="x">
        <double>0.0</double>
      </arg>
      <arg name="y">
        <double>1.0</double>
      </arg>
      <arg name="z">
        <double>0.0</double>
      </arg>
      <arg name="angle">
        <double>0.0</double>
      </arg>
    </constructor>
  </object>
</property>
<property name="onfocus">
  <string></string>
</property>
<property name="onblur">
  <string></string>
</property>
<property name="onkeydown">
  <string></string>
</property>
<property name="onkeyup">
  <string></string>
```

FIG.45

511-16

```

</property>
<property name="navup">
  <string>button1</string>
</property>
<property name="navdown">
  <string></string>
</property>
<property name="navleft">
  <string></string>
</property>
<property name="navright">
  <string></string>
</property>
<property name="focusMaterial">
  <object class="com.sony.sunday.util.SMaterial">
    <constructor>
      <arg name="ambientColor">
        <object class="javax.vecmath.Color3f">
          <constructor>
            <arg name="x">
              <float>0.3</float>
            </arg>
            <arg name="y">
              <float>0.3</float>
            </arg>
            <arg name="z">
              <float>0.0</float>
            </arg>
          </constructor>
        </object>
      </arg>
      <arg name="emissiveColor">
        <object class="javax.vecmath.Color3f">
          <constructor>
            <arg name="x">
              <float>0.1</float>

```

FIG.46

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```
</arg>
<arg name="y">
  <float>0.1</float>
</arg>
<arg name="z">
  <float>0.0</float>
</arg>
</constructor>
</object>
</arg>
<arg name="diffuseColor">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>0.8</float>
      </arg>
      <arg name="y">
        <float>0.8</float>
      </arg>
      <arg name="z">
        <float>0.0</float>
      </arg>
    </constructor>
  </object>
</arg>
<arg name="specularColor">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>1.0</float>
      </arg>
      <arg name="y">
        <float>1.0</float>
      </arg>
      <arg name="z">
        <float>0.0</float>
      </arg>
    </constructor>
  </object>
</arg>
```

FIG.47

511-18

```

        </arg>
      </constructor>
    </object>
  </arg>
  <arg name="shininess">
    <float>128.0</float>
  </arg>
</constructor>
</object>
</property>
<property name="normalGeometryLabel">
  <string>Default</string>
</property>
<property name="selectedGeometryLabel">
  <string>Default_Selected</string>
</property>
<property name="onpressed">
  <string>stopSpin();</string>
</property>
</component>
<component class="com.sony.label.SLabel">
  <property name="id">
    <string>label1</string>
  </property>
  <property name="position">
    <object class="javax.vecmath.Vector3d">
      <constructor>
        <arg name="x">
          <double>0.9200000000000002</double>
        </arg>
        <arg name="y">
          <double>0.2799999999999999</double>
        </arg>
        <arg name="z">
          <double>0.3</double>
        </arg>
      </constructor>
    </object>
  </property>

```

47/62

FIG.48

511-19

```
</constructor>
</object>
</property>
<property name="font">
  <object class="java.awt.Font">
    <constructor>
      <arg name="name">
        <string>Arial</string>
      </arg>
      <arg name="style">
        <int>1</int>
      </arg>
      <arg name="size">
        <int>36</int>
      </arg>
    </constructor>
  </object>
</property>
<property name="color">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>1.0</float>
      </arg>
      <arg name="y">
        <float>1.0</float>
      </arg>
      <arg name="z">
        <float>1.0</float>
      </arg>
    </constructor>
  </object>
</property>
<property name="text">
  <string>Spin</string>
</property>
```

FIG.49

511-20

```
<property name="scale">
  <double>1.0</double>
</property>
<property name="shared">
  <boolean>>false</boolean>
</property>
<property name="active">
  <boolean>>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>>true</boolean>
</property>
<property name="renderingOrder">
  <int>0</int>
</property>
<property name="rotation">
  <object class="javax.vecmath.AxisAngle4d">
    <constructor>
      <arg name="x">
        <double>0.0</double>
      </arg>
      <arg name="y">
        <double>1.0</double>
      </arg>
      <arg name="z">
        <double>0.0</double>
      </arg>
      <arg name="angle">
        <double>0.0</double>
      </arg>
    </constructor>
  </object>
</property>
</component>
<component class="com.sony.label.SLabel">
  <property name="id">
```


FIG.50

511-21

```

    <string>label2</string>
  </property>
  <property name="position">
    <object class="javax.vecmath.Vector3d">
      <constructor>
        <arg name="x">
          <double>0.94</double>
        </arg>
        <arg name="y">
          <double>-0.059999999999999993</double>
        </arg>
        <arg name="z">
          <double>0.3</double>
        </arg>
      </constructor>
    </object>
  </property>
  <property name="font">
    <object class="java.awt.Font">
      <constructor>
        <arg name="name">
          <string>Arial</string>
        </arg>
        <arg name="style">
          <int>1</int>
        </arg>
        <arg name="size">
          <int>36</int>
        </arg>
      </constructor>
    </object>
  </property>
  <property name="color">
    <object class="javax.vecmath.Color3f">
      <constructor>
        <arg name="x">

```

50/62

FIG.51

511-22

```

    <float>1.0</float>
  </arg>
  <arg name="y">
    <float>1.0</float>
  </arg>
  <arg name="z">
    <float>1.0</float>
  </arg>
</constructor>
</object>
</property>
<property name="text">
  <string>Stop</string>
</property>
<property name="scale">
  <double>1.0</double>
</property>
<property name="shared">
  <boolean>>false</boolean>
</property>
<property name="active">
  <boolean>>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>>true</boolean>
</property>
<property name="renderingOrder">
  <int>0</int>
</property>
<property name="rotation">
  <object class="javax.vecmath.AxisAngle4d">
    <constructor>
      <arg name="x">
        <double>0.0</double>
      </arg>
      <arg name="y">

```

51/62

FIG.52

511-23

```

    <float>1.0</float>
  </arg>
  <arg name="y">
    <float>1.0</float>
  </arg>
  <arg name="z">
    <float>1.0</float>
  </arg>
</constructor>
</object>
</property>
<property name="text">
  <string>Stop</string>
</property>
<property name="scale">
  <double>1.0</double>
</property>
<property name="shared">
  <boolean>>false</boolean>
</property>
<property name="active">
  <boolean>>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>>true</boolean>
</property>
<property name="renderingOrder">
  <int>0</int>
</property>
<property name="rotation">
  <object class="javax.vecmath.AxisAngle4d">
    <constructor>
      <arg name="x">
        <double>0.0</double>
      </arg>
      <arg name="y">

```

FIG.53

511-24

```

    <double>1.0</double>
  </arg>
  <arg name="z">
    <double>0.0</double>
  </arg>
  <arg name="angle">
    <double>0.0</double>
  </arg>
</constructor>
</object>
</property>
</component>
<component class="com.sony.label.SLabel">
  <property name="id">
    <string>title</string>
  </property>
  <property name="position">
    <object class="javax.vecmath.Vector3d">
      <constructor>
        <arg name="x">
          <double>-1.0000000000000004</double>
        </arg>
        <arg name="y">
          <double>0.6600000000000001</double>
        </arg>
        <arg name="z">
          <double>0.3</double>
        </arg>
      </constructor>
    </object>
  </property>
  <property name="font">
    <object class="java.awt.Font">
      <constructor>
        <arg name="name">
          <string>Comic Sans MS</string>

```

FIG.54

511-25

```
</arg>
<arg name="style">
  <int>1</int>
</arg>
<arg name="size">
  <int>36</int>
</arg>
</constructor>
</object>
</property>
<property name="color">
  <object class="javax.vecmath.Color3f">
    <constructor>
      <arg name="x">
        <float>0.6</float>
      </arg>
      <arg name="y">
        <float>0.8</float>
      </arg>
      <arg name="z">
        <float>0.0</float>
      </arg>
    </constructor>
  </object>
</property>
<property name="text">
  <string>Welcome to the Sunday World !!</string>
</property>
<property name="scale">
  <double>1.0</double>
</property>
<property name="shared">
  <boolean>false</boolean>
</property>
<property name="active">
  <boolean>false</boolean>
```

FIG.55

511-26

```

</property>
<property name="initiallyActive">
  <boolean>true</boolean>
</property>
<property name="renderingOrder">
  <int>0</int>
</property>
<property name="rotation">
  <object class="javax.vecmath.AxisAngle4d">
    <constructor>
      <arg name="x">
        <double>0.0</double>
      </arg>
      <arg name="y">
        <double>1.0</double>
      </arg>
      <arg name="z">
        <double>0.0</double>
      </arg>
      <arg name="angle">
        <double>0.0</double>
      </arg>
    </constructor>
  </object>
</property>
</component>
<component class="com.sony.shape.S3DShape">
  <property name="id">
    <string>porsche</string>
  </property>
  <property name="position">
    <object class="javax.vecmath.Vector3d">
      <constructor>
        <arg name="x">
          <double>1.3400000000000003</double>
        </arg>

```

FIG.56

511-27

```
<arg name="y">
  <double>-0.7599999999999998</double>
</arg>
<arg name="z">
  <double>0.7600000000000001</double>
</arg>
</constructor>
</object>
</property>
<property name="width">
  <double>1.0</double>
</property>
<property name="height">
  <double>1.0</double>
</property>
<property name="scale">
  <double>0.55</double>
</property>
<property name="shared">
  <boolean>>false</boolean>
</property>
<property name="active">
  <boolean>>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>true</boolean>
</property>
<property name="filepath">
  <object class="com.sony.sunday.util.SResourcePath">
    <constructor>
      <arg name="path">
        <string>/startup/formula0ne.sob</string>
      </arg>
    </constructor>
  </object>
</property>
```

FIG.57

511-28

```

<property name="renderingOrder">
  <int>0</int>
</property>
<property name="rotation">
  <object class="javax.vecmath.AxisAngle4d">
    <constructor>
      <arg name="x">
        <double>0.023045814612553756</double>
      </arg>
      <arg name="y">
        <double>-0.9993246794860199</double>
      </arg>
      <arg name="z">
        <double>-0.028619493339460032</double>
      </arg>
      <arg name="angle">
        <double>1.9958596229553223</double>
      </arg>
    </constructor>
  </object>
</property>
<property name="depth">
  <double>1.0</double>
</property>
</component>
<component class="com.sony.colorbg.SColorBackground">
  <property name="id">
    <string>sColorBackground1</string>
  </property>
  <property name="color">
    <object class="javax.vecmath.Color3f">
      <constructor>
        <arg name="x">
          <float>0.10980392</float>
        </arg>
        <arg name="y">

```


57/62

FIG.58

511-29

```
<float>0.11764706</float>
</arg>
<arg name="z">
  <float>0.11764706</float>
</arg>
</constructor>
</object>
</property>
<property name="shared">
  <boolean>false</boolean>
</property>
<property name="active">
  <boolean>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>true</boolean>
</property>
</component>
<component class="com.sony.alight.SAmbientLight">
  <property name="id">
    <string>aLight</string>
  </property>
  <property name="color">
    <object class="javax.vecmath.Color3f">
      <constructor>
        <arg name="x">
          <float>1.0</float>
        </arg>
        <arg name="y">
          <float>1.0</float>
        </arg>
        <arg name="z">
          <float>1.0</float>
        </arg>
      </constructor>
    </object>
  </property>
</component>
```

FIG.59

511-30

```

</property>
<property name="shared">
  <boolean>false</boolean>
</property>
<property name="active">
  <boolean>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>true</boolean>
</property>
</component>
<component class="com.sony.slight.SSpotLight">
  <property name="id">
    <string>sSpotLight1_1</string>
  </property>
  <property name="position">
    <object class="javax.vecmath.Vector3d">
      <constructor>
        <arg name="x">
          <double>-0.54000000000000006</double>
        </arg>
        <arg name="y">
          <double>-0.039999999999999998</double>
        </arg>
        <arg name="z">
          <double>0.7</double>
        </arg>
      </constructor>
    </object>
  </property>
  <property name="color">
    <object class="javax.vecmath.Color3f">
      <constructor>
        <arg name="x">
          <float>0.7019608</float>
        </arg>

```

FIG.60

511-31

```
<arg name="y">
  <float>1.0</float>
</arg>
<arg name="z">
  <float>1.0</float>
</arg>
</constructor>
</object>
</property>
<property name="shared">
  <boolean>>false</boolean>
</property>
<property name="active">
  <boolean>>false</boolean>
</property>
<property name="initiallyActive">
  <boolean>>true</boolean>
</property>
<property name="direction">
  <object class="javax.vecmath.Vector3f">
    <constructor>
      <arg name="x">
        <float>1.0</float>
      </arg>
      <arg name="y">
        <float>-0.6</float>
      </arg>
      <arg name="z">
        <float>-0.7</float>
      </arg>
    </constructor>
  </object>
</property>
<property name="attenuation">
  <object class="javax.vecmath.Point3f">
    <constructor>
```

FIG.61

511-32

```
<arg name="x">
  <float>1.0</float>
</arg>
<arg name="y">
  <float>0.5</float>
</arg>
<arg name="z">
  <float>0.0</float>
</arg>
</constructor>
</object>
</property>
<property name="concentration">
  <float>0.8</float>
</property>
<property name="spreadAngle">
  <float>0.6</float>
</property>
</component>
</scene>
</content>
```

FIG.62

503-1

<!ELEMENT content (scene+)>	<!-- con
tent (highest level element) -->	
<!ATTLIST content name CDATA #IMPLIED>	<!-- na
me of content (optional) -->	
<!ELEMENT scene (script, component*)>	<!-- sce
ne constituting content -->	... A
<!ATTLIST scene name ID #REQUIRED>	<!-- na
me of content (required) -->	... B
<!ELEMENT script (#PCDATA)>	<!-- ECMA
script code -->	
<!ELEMENT component (property*)>	<!-- com
ponent constituting scene -->	
<!ATTLIST component class CDATA #REQUIRED>	<!-- cla
ss name of component (required) -->	
<!ELEMENT property (boolean byte char double float ini long short string object)>	<!--component's pro
perty value -->	
<!ATTLIST property name CDATA #REQUIRED>	<!-- pro
perty (field) name (required) -->	
<!ELEMENT boolean (#PCDATA)>	<!-- bool
ean (primitive) value -->	
<!ELEMENT byte (#PCDATA)>	<!-- byte
(primitive) value -->	
<!ELEMENT char (#PCDATA)>	<!-- char
(primitive) value -->	
<!ELEMENT double (#PCDATA)>	<!-- doub
le (primitive) value -->	
<!ELEMENT float (#PCDATA)>	<!-- floa
t (primitive) value -->	
<!ELEMENT int (#PCDATA)>	<!-- int
(primitive) value -->	
<!ELEMENT long (#PCDATA)>	<!-- long
(primitive) value -->	

FIG.63

503-2

```

<!ELEMENT short (#PCDATA)>                                <!-- short (primitive) value -->
<!ELEMENT string (#PCDATA)>                                <!-- string (primitive) value -->
<!ELEMENT object ((constructor?, setter*) | reference)>
  <!-- object -->
  <!ATTLIST object class CDATA #REQUIRED
                    name CDATA #IMPLIED>                  <!-- class: class name (required) name: reference name (optional) -->
  <!ELEMENT constructor (arg+)>                             <!-- constructor, argument to be passed to setter method -->
  <!ELEMENT setter (arg)>                                    <!-- setter method -->
  <!ATTLIST setter name CDATA #REQUIRED>                    <!-- method name -->
  <!ELEMENT arg (boolean | byte | char | double
                | float | ini | long | short
                | string | object)>                          <!-- argument -->
  <!ATTLIST arg name CDATA #IMPLIED>                         <!-- argument name (optional) -->
  <!ELEMENT reference (#PCDATA)>                             <!-- reference to another object (for expression of ring list structure) -->

  <!-- if verification is performed actually using this file, it is necessary
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